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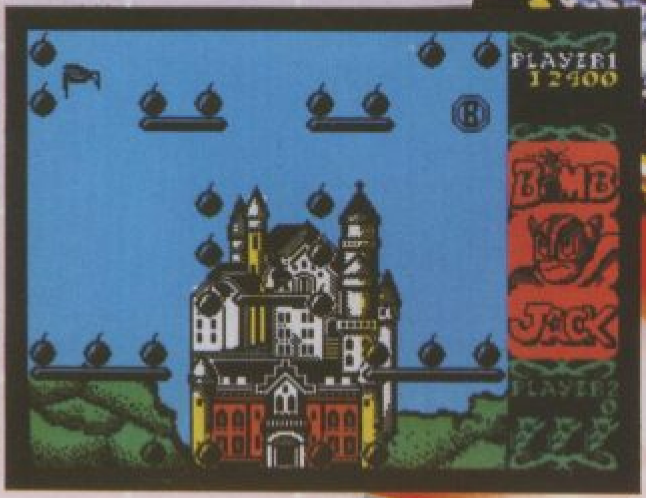
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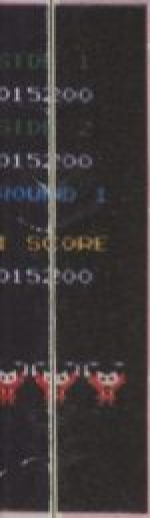
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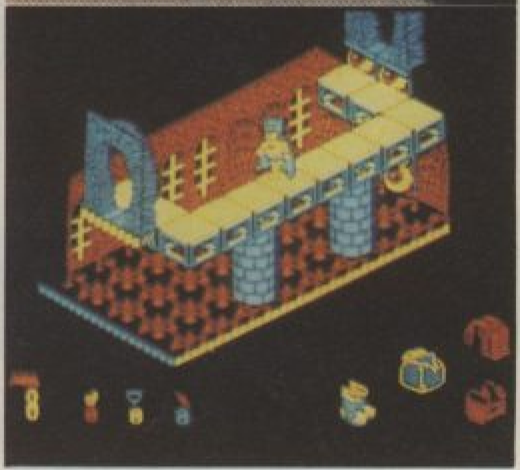
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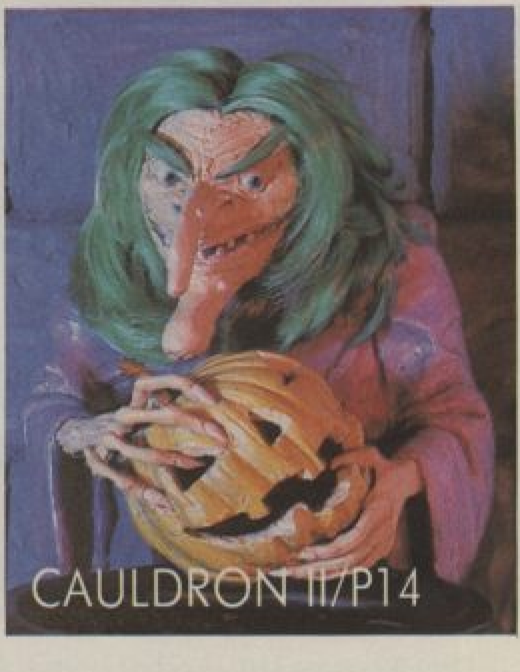
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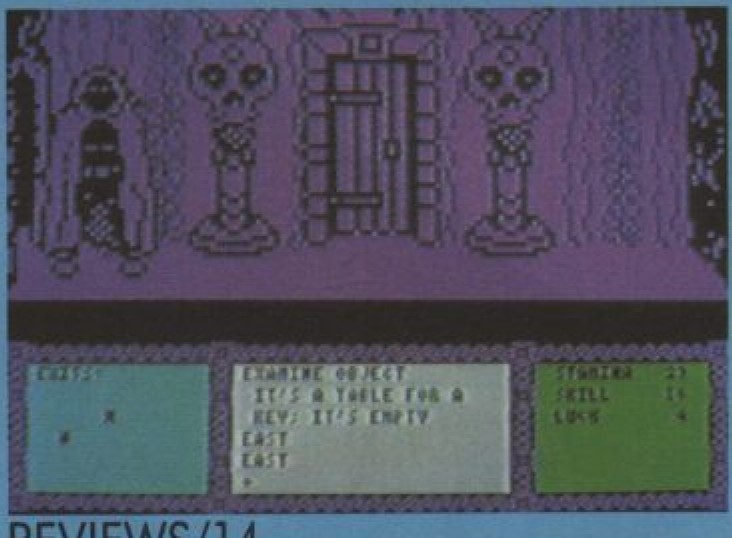
• Excuse me. But are you going to buy this copy of C+VG, or what? Because if you aren't there's a whole bunch of people waiting to grab it out of your ungrateful paws.

Why? Well, for starters they want to read our special **Arcade Supplement**. It's packed full of news about the latest games to grace your local coin-op, plus details on the games that will be coming to the screens of your home machines.

Then there's our exclusive customised computer competition. YOU could be the fortunate owner of a Spectrum Plus custom painted to your own design by artist **Steinar Lund**.

And that's not all. **John Ritman**, the incredibly talented programmer who brought you the smash-hit **Batman** game tells you some of his Bat-secrets along with our exclusive **Dimension Graphics** map of the Amstrad version of the Bat-game. You can go completely Fitba Crazee with **Simon Inglis** as he brings you a league table of the best soccer simulations around, just in time for the World Cup.

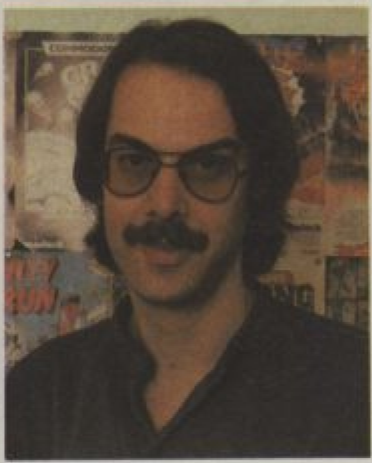
Last, but by no means least, there's our cover feature competition. Win the amazing **Cauldron II Golden Pumpkin Trophy!** To find out how you'll just have to buy the magazine, OK? Plus all the usual features, news reviews and the best adventure section in the known universe from the Master Adventurer himself, Keith Campbell. Now, either cough-up or cop-out. We just want to get on with the rest of the magazine!









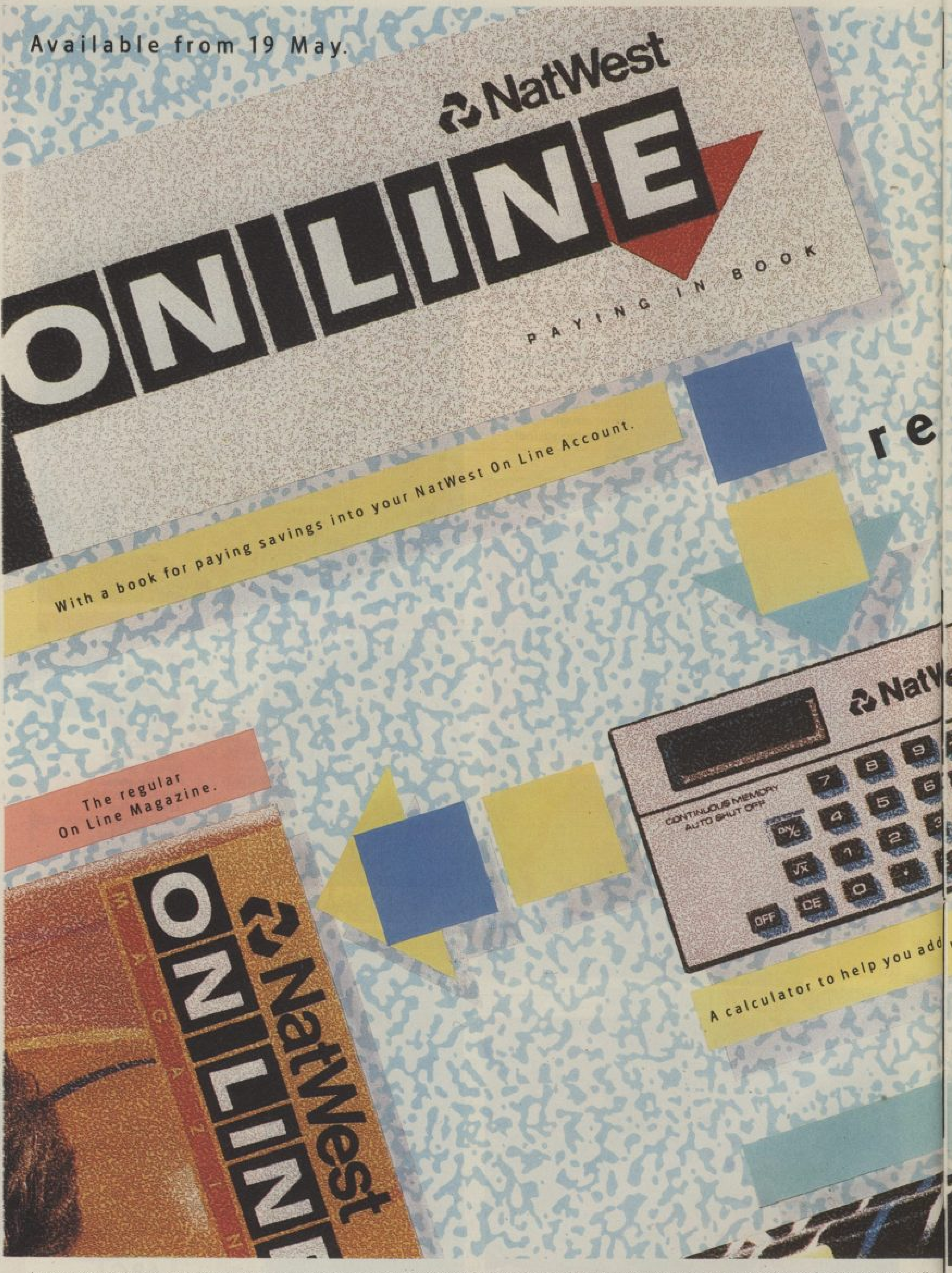




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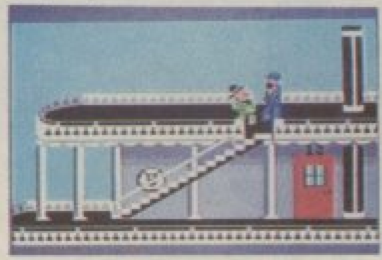

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NEWS

■ **Murder on the Missippi** is in the pipeline from **Activision**. It's a 'rather different kind of adventure." according to Andrew Wright. The man behind the project is Adam Bellin, who was part of the team who produced the controversial **Ghostbusters**.

In the game — which is disk only — you take the role of Sir



Charles Foxworth. While on an exploratory trip up the Missippi, with his trusty manservant Regis, Charley stumbles across a dead body. He must discover whose corpse it is and, eventually, who did the dirty deed! The graphics are presented side-on; with you and the ever-present Regis moving around the screen. Everything is controlled with the joystick. Even talking tp the passengers and examining evidence is controlled with left, right, up, down and fire.

■ The youth of the world is under threat. Their brains are being sucked dry. Who is responsible for this dastardly act? Is it Crash or Zap 64? What about Sinclair User? No, it's pop records.

Someone has been corrupting the vinyl with subliminal mind-destroying messages. It's none other than **Dr Blitzen**, who first tried to dominate the



world in **Dynamite Dan**.

Well he's now back in Mirrorsoft's **Dr Blitzen and the Islands of Arcanum**, still intent on imposing his will on the world.

But Dan's back as well, to try and put an end to these devilish doings as he battles through screens of lava-filled labyrinths, shark-infested lagoons, snake pits and voodoo temples.

Dr Blitzen will be released on the Spectrum, £7.95, and on the Commodore 64 and Amstrad, priced £8.95.

■ **Who Dares Wins II**, the **Commando** clone from **Alligata**, is now available on the Spectrum at £7.95. It's lost none of the action packed thrills of the 64 and Amstrad versions and some gamesters still rate it as better than **Elite's** Commando as a conversion of the arcade classic.



■ Who is the BEST **Elite** player in the country? **Colin McLinton** from Belfast, that's who. Colin, pictured holding the champagne, beat off a challenge from eleven other Elite aces.

The finalists came from top scorers who had entered **Firebird's** monthly Elite competitions. And ALL eleven had reached Elite status. A formidable collection! In the four hour competition Colin registered 539 kills — a full 15 ahead of his nearest rival. Now Colin goes on to compete in the **Elite World Championships**



which take place in January.

The picture shows (l-r) Ian Bell, Colin, David Braben and Firebird boss Herbert Wright.



■ Remember Mike Oldfield's **Tubular Bells**, the massively successful instrumental LP which helped found **Richard Branson's Virgin** records empire? Well, now you can get a C64 generated version of Oldfield's music complete with pretty graphics thanks to the innovative folk at **Nu-Wave Software**. Tubular Bells is apparently a bit like Minter's **Psychedelia** in that it's a light show — but this time it's got built-in music. You can either sit back and watch the pretty graphics or get stuck in and do your own thing. No release date or price yet — but watch this space.

■ The year is 2001AD. The Planetary Law Federation has officially endorsed you as a Bounty Hunter. With your android helper, Mantronix, you set out for the planet Zybor, where an advanced race of humanoids are programmed to protect four planetary criminals.

Many Bounty Hunters have tried and many have failed to reap the rewards held in Zybor, and each has received the same fate . . . death. You activate your AutoDock System and the combat craft slowly lands on the planet surface with a graceful elegance.

Suddenly, you receive a message from the Galaxy Police on your communications console:

TERMINATION WARRANT
TERM: LICENCE !
ALIAS: XTRO II
CRIME: SLAVE TRADER
CREDITS: 100,000 cr.

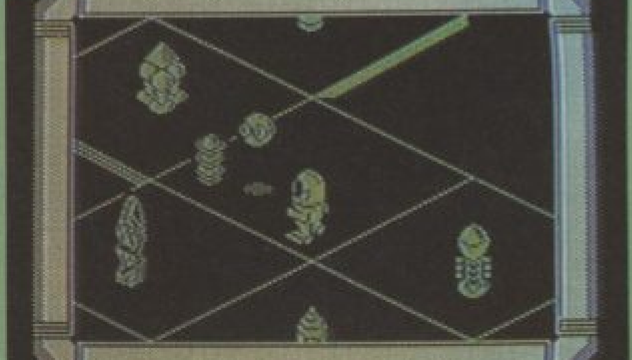
Never before had you turned down the chance to gain 100,000 credits and it would be a good opportunity to use the Mantronix that you had bought in the Do-Monic Sector.

Equipped with a sophisticated pulse lazer and a Mk.1 autoscan camera, the Mantronix can be controlled from your own combat craft.

You must find and terminate the four criminals before their humanoids kill your Mantronix. However, the Mantronix must also find eight power cubes which are necessary to reverse the direction of the conveyor belts and essential as fuel for your homeward flight.

Pulsators are a vital life source to the criminals and may only be destroyed if you possess the correct equipment. Zybor holds many riches such as diamonds, money, machinery, firearms and spare parts for your Mantronix.

Mantronix is released by Probe Software on the Spectrum 48k/128k, price £6.95.





■ **Mikro-Gen** take a mighty leap away from Wally with a couple of neat new releases — heading your way very soon. The first is a must for Amstrad owners. It's called **Equinox** and is a mixture of **Sorcery/Starquake/Strangeloop** and it looks truly wonderful.

Programmed by **Raffaele Cecco** and **Chris Hinsley**, **Equinox** is set on a large asteroid awaiting human mining staff to dig holes in it.

It has been polluted by radio-active storage canisters which must be rendered harmless before the human staff arrive.

The asteroid has been hollowed out into a huge mining complex sectioned into eight levels. Inter-level travel can only be achieved using trans-level teleporters.

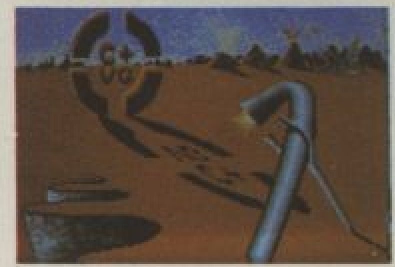
Each level is comprised of 16 rooms, connected by doors, teleporter terminals, conveyer belts etc.

It's your job as a dedicated-disposal-droid to remove the canisters before they become critical and explode. Each level has a single canister which must be thown into a disposal chute that leads directly to the lead-lined containment room.

The game has extremely colourful graphics and promises to be equally addictive.

Also coming soon from Mikro-Gen is an exciting Spectrum scolling shoot-em up called **Stainless Steel** starring **Ricky Steel**, the teenage superhero, and his flying car **Nightwind** in its stuggle to defend the remaining earth inhabitants, against the onslaught of android troops controlled by the infamous **Doctor Dimension**. His twin booster, hyper alloy combat chassis, class A101 car, Nightwind, is Ricky's only hope of stopping Dimension from achieving his ultimate goal — conquering earth.

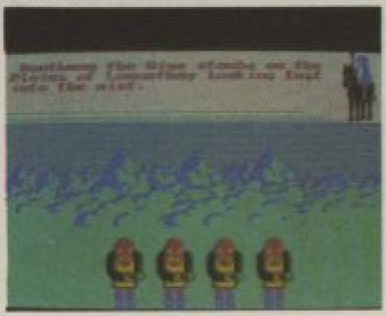
The game boasts the fastest and smoothest two directional replacement inertia scrolling yet seen on the Spectrum. While flying Nightwind he has the capability to spin and fire double barrelled antimatter plasma bolts through 16 different directions. To destroy key targets, magnetic uranium thunderbombs have to be used to insure total annihilation.



■ Here's what you can do with a **Commodore Amiga** and the C+VG logo. If you are a would be Salvidore Dali, C+VG writer and part time artist called **David Bishop**. What we are trying to tell you is this. In the August issue of C+VG you'll find a special 68000 supplement which will tell you all about the latest developments in the world of supercomputers like the Mac, the Apple the Atari ST and the Amiga which was launched in the UK at the **Commodore Show** on May 9-11th.



■ **CRL's** arcade adventure based on **Richard O'Brien's Rocky Horror Show** will soon be available for the Commodore 128. The version promises to be the most exciting to date, utilises the extra memory available, offering high definition graphics, brand new sprites, new animation, even more locations, an enhanced version of the music and new game play features. Available from the middle of May, **The Rocky Horror Show** will cost £8.95.



■ **Doomdark's Revenge**, the sequel to **Mike Singleton's** award winning **Lords of Midnight**. Mike has enhanced his unique landscaping techniques that were first seen in *Lords of Midnight*, so that *Doomdark's Revenge* consists of an astonishing 6,144 locations and 48,000 views.

Doomdark's Revenge is an adventure/war game set in a fantasy medieval world. All moves can be made by pressing one key.

You play the part of Luxor, the Moonprice of Midnight in his battles with Shareth the Heartstealer and Doomdark. To successfully complete your adventure you must manipulate whole armies and explore the vast land of Midnight.

■ **Shadowfire**, produced by leading development house **Denton Designs** for Beyond.



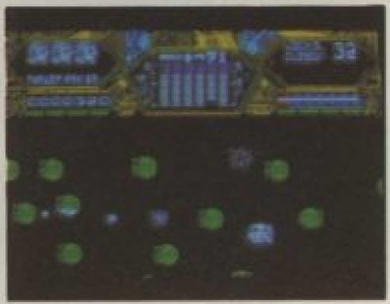
Now the original icon controlled strategy is available for the Amstrad.

You control the Enigma team, Zark Montor, the team leader, Syylk, Sevrina Maris and Torik.

Shadowfire picked up a commendation at C+VG's recent Golden Joystick Awards ceremony. Shadowfire will cost at £9.95.

■ Watch out — here comes **Spike**! Spike is a nasty little punk-person, one of a team of genetically engineered beings created simply to fight and destroy. And he's the star of the latest game from 15-year-old **Paul Hargreaves** who also brought you the graphically exciting shoot 'em up, called **Glass**, last year.

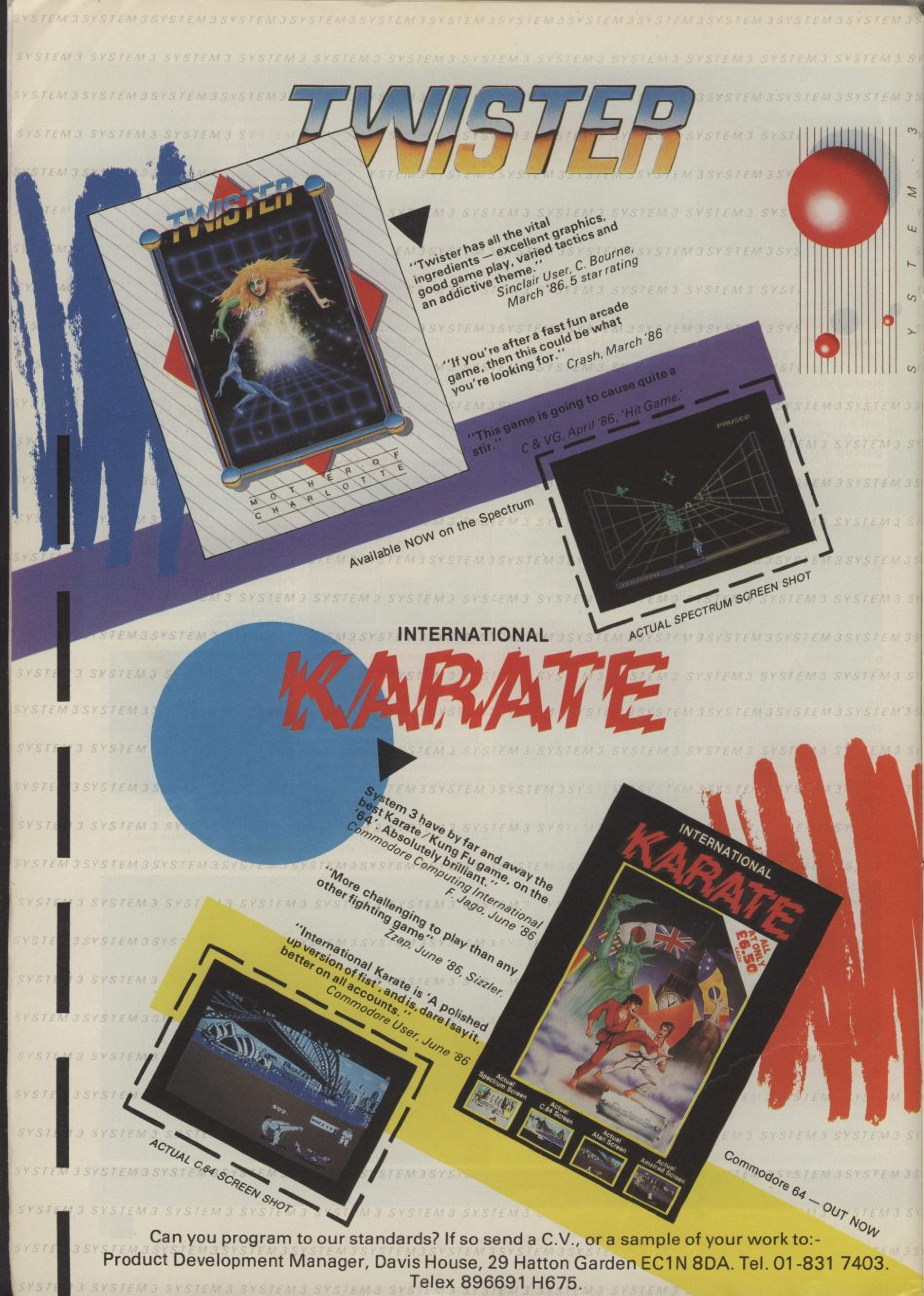
It looks very pretty, although the



theme of the game is a bit laboured these days. Nonetheless, **Tantalus** looks very playable. Watch for the review.



Just in case you've felt starved of pictures of our cheeky cockney sex-kitten **Samantha Fox**, here's another one. Happy now? This is from **Martech's** now infamous Strip Poker game — the 64 version.


TWISTER
TWISTER
MOTHER OF CHARLOTTE
"Twister has all the vital ingredients — excellent graphics, good game play, varied tactics and an addictive theme."
Sinclair User, C. Bourne, March '86, 5 star rating
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Crash, March '86
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NEWS

■ So, the worthy judges of the **British Micro Awards**, co-sponsored by the equally worthy **Sunday Times** newspaper, made Jet Set Willy II 1986 Game of the Year. Where have these people been hiding their heads? This game is so old it has cobwebs on the cassette box — and you could hardly describe it as a state of the art game now, could you?

No doubt there're a lot of software houses and programmers out there who were pretty disgusted with the result — before they started sniggering behind their hands. Perhaps the judges should either take a proper look at the computer games scene before next year's awards are decided or stick to giving awards to big business machines and spread sheet software which they obviously know more about.

■ Great news for Commodore 64/128 Users!!! **Compunet**, the network for 64/128 users is developing a new multi-user game following the success of their previous game **M.U.D.** (Multi-User-Dungeon).

The new game is entitled **Federation II** and will be about galactic trading and travelling and will have an impressive 6,000 plus locations, in contrast to M.U.D. which has only 400 in its basic form. One of the authors, Mr Alan Lenton, said, "Just as M.U.D. arose from Dungeons and Dragons, **Federation II** is a development of the role playing game Traveller. It will be very different from M.U.D. in concept."

Some 700 locations of the new game will be on display at the Commodore Show in May, and they will be on a 'walk-through' basis.

The bad news is that we can't play it until early '87.

Watch this space for more news on **Federation II** . . .

"Wild" Bill Stealey, boss of MicroProse, the American specialists in computer simulations programs, is about the last person to have an image problem. He's about as laidback as an Exocet missile locked onto a sitting target.

You can't help noticing this 38 year old ex-fighter pilot. He buzzes energy.

And yet "Wild" Bill says he has an image problem in the United Kingdom. The game buying public doesn't really know who he is, or what MicroProse is about. But he's determined to change all that.

Since MicroProse was launched more than three-and-a-half years ago it has launched a string of hit games — including **Kennedy Approach, F-15 Strike**



Eagle, Crusade in Europe, Decision in the Desert and **Solo Flight.**

Meanwhile, new simulations heading our way out of MicroProse's base in Hunt Valley, Maryland, are Silent Service, a simulation set in the dark depths of the Pacific Ocean inside an American World War Two submarine, and **Gunship,** a helicopter simulation.

HOT GOSSIP

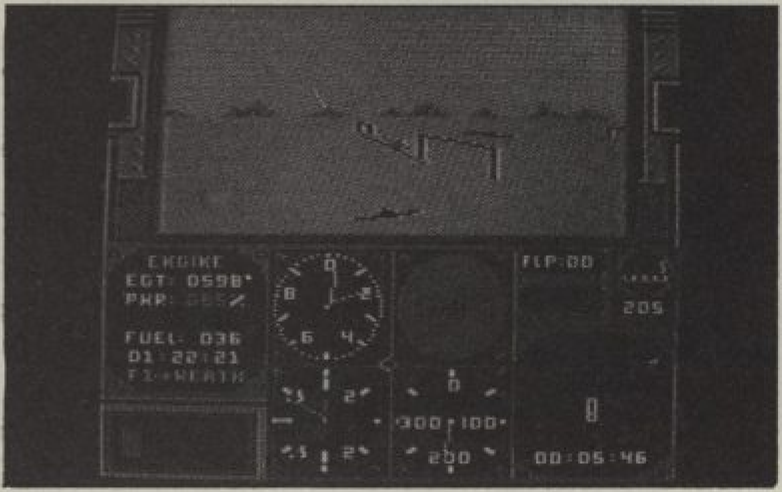
BY TONY TAKOUSHI

■ I was running late and THEY were waiting for me . . . I pulled up to a sharp stop in front of the aircraft hangar, my tires screeching into the tarmac. Heads turned, some admired my new Saab Turbo car, others looked impatient for I was almost 40 minutes late for the show. I donned by flying clothes, leapt into the jet cockpit and punched the necessary manoeuvres into the navi-computer . . .

As I looped the loop my head began to swim and the skin on my face pulled tight. I was pulling close on two G's but to the audience below it was just thrill-a-minute stuff. If only THEY knew . . .

This month's hot game is **Acrojet** a flight-sim from **Microprose** the US simulator experts. It will soon be available in the UK through US Gold on the Commodore 64 at a retail price of around £10.

If you are a fan of **Solo Flight**, which is another product from Microprose, then you will simply drool over this hot little number. **Acroject** is a very



playable flight simulator and yet has a complexity requiring solid concentration.

The player is faced with numerous play options at game start. Four players can compete with a choice of ten events.

The events are Pylon Race, Slalom Race, Ribbon Cut, Inverted Ribbon Cut, Under Ribbon Roll, Loop Under Ribbon, Under Ribbon Race, Spot Landing, Cuban Eight and Simulated Flameout.

You can pick and choose the events you wish to play at game start from four options. Single Event, Pentathlon, Decathlon and Unlimited.

After the events have been chosen you are presented with Flight Clearance. This states your name — entered before your events — rank and the chosen event. You can also change the difficulty levels for the weather and your jet.

The weather has four options, slight wind, breeze, low-wind and hi-wind. Your jet has easy (very slow) moderate (slow) fast and real time optional play speeds.

I choose real time to play and this is FAST. I really felt I was in control but — well there had to be a catch! — it is very sensitive and you have got to be accurate on the stick twiddling to stay in control.

The play screen offers you four guages, the most important being the altimeter, air-speed and articifical horizon. You also get engine power (0 to 100+), engine temperature and remaining fuel units.

The event can be started either on the ground or in the air and your position is shown in a little map of the course in the bottom right corner.

Each event has a set sequence of moves you must complete followed by a landing back at the airstrip. The course is mapped out for you by a trail of dots around the map and you must fly — and I mean fly — as close to the trail as possible whilst maintaining the correct height, speed, engine temperature and pitch!

Frequent reference to the compass is crucial if you are to stay on course and you must build up a feel for the manoeuvring speed of the jet if you are to make the turns on the course.

The actual flying speed can be changed by using the keys 0 to nine to change thrust and a speed brake operates from the space bar. I really found it exhilarating as I zoomed around my little playground. The jet swoops, dives and can perform the most amazing stunts when you have learnt that timing factor.

My favourite events were the Ribbon Cut, Spot Landing and the Loop under the Ribbon.

The ten events all require a good mix of skill, timing and concentration, but they are beautifully interactive, you feel you are in control and yet are doing some very complex moves.

Doing a roll-out as you go through obstacles on the course is a real thriller, it is full of raw sensations (a bit like playing **MACH 3**, the arcade jet laser game for the first-time — which JUST happens to be the latest addition to my home arcade!!) (Show off!, ed).

The game ends when you finish the course or crash — I did a lot of this in the early games! A chart then appears with your time on the course as against the best time and a list of the difficulty factors you took on (weather and jet) with a score based on them all.

If you have a hot score it is entered in the Hall of Fame alonside the event. If you were competing in more than one event then a league table is shown of each event completed so far with the appropriate score.

Bearing in mind that I don't normally enjoy playing simulations or adventures, this was a real treat. It was almost instantly playable but yet had me coming back to master the intricacies and touches the programmers had hidden in the gameplay.

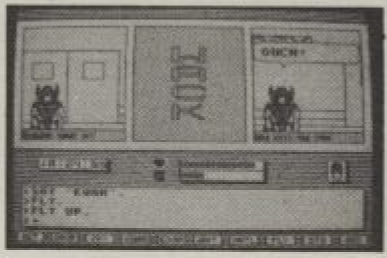
If you fancy a quality change from alien zapping then go for this one, I promise you will NOT be disappointed!

NEWS

■With a mighty shout of "Kwah!" **Kevin Oliver** becomes superhero **Redhawk** and embarks on the fight against evil in Melbourne House's new "comic strip" computer adventure.

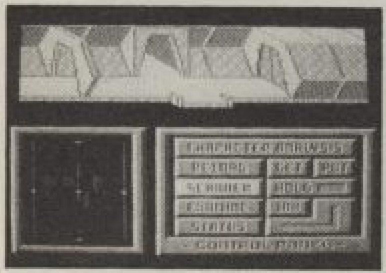
The game is presented as a continuous comic strip which unfolds as the adventure is played.

The basic aim is to find out who planted a bomb at a power station which, if it explodes, is



capable of blowing up half the city. Kevin/Redhawk must investigate the game's characters, interact with them to find the guilty person.

Redhawk will be released on the Spectrum 48K/128K, Commodore 64/128 and Amstrad, priced £8.95.



■ Here's a glimpse of **CRL's Cyborg** — featuring the first black computer game hero. It's set inside a mysterious complex somewhere in space and the hero has to achieve a mysterious goal. The programmers are being all mysterious about it! The picture shows a corridor in the complex.

■ Now here's a funny thing. It was originally printed in a recent edition of **Guardian** newspaper. Read on and wonder . . .

"An adviser was called to a school where they were having trouble with their new disc drive. He arrived to find a C15 tape cassette tape wedged firmly in the slot.

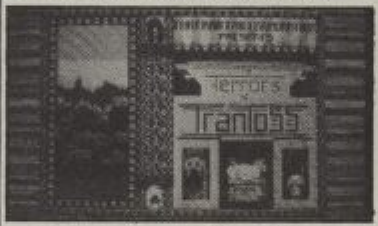
Then a headmaster reported his school had "broken their Basic." They had got a syntax error message.

Best of all was the school where staff took exception to the QWERTY arrangement and rearranged the keys to read ABCD etc. To their consternation the character on the key which had been hit did not then correspond to what appeared on the screen.

The adviser was greeted, on his arrival, by an eight-year-old boy saying: "Thank goodness you've come. They don't know what they're doing here. I told them they had to change the switches underneath as well but they wouldn't take any notice of me."

Have any of you had funny experiences like this? If you have, let us know. The weirdest gets a Big Red t-shirt!

■ Watch out for **Ram Jam's** latest adventure soon to be released on the **Ariolasoft** label for the Spectrum. Called **The Terrors of Trantoss** the game is set in the region of Hapshal. A shadow of great dread has fallen upon a small village. Although the terrified villagers lock themselves securely into their houses every night, come daybreak, they often find that one or two of their number have vanished.



The wise men of the village fear that servants of Trantoss have at last succeeded in collecting together the pieces of the mace and raising their master once more. They want a brave man to journey into the mountains.

Unsurprisingly, no one was willing to go; until one morning two young brothers woke to find the rest of their family taken from them.

Your task is to guide them along their route, tell them what to do and where to go.

■ Good news for Amstrad money-makers! Leisure Genius have just released their version of computerised **Monopoly**. You'll never have to worry about losing the tiny metal boot from the set again! The game costs £9.95 on tape, and £14.95 on disc: not particularly cheap, but you can recoup your losses in no time!

Coming soon from the Leisurely types are Cluedo, Scrabble and Monopoly for the MSX.

■ Prepare youself for a flood of game of the film titles! Here are just a few coming your way from the combined might of **Activision** and **Electric Dreams**. **Alien II, Ghostbusters II, Big Trouble in Little Shining** and **Howard the Duck**.

Plus a top secret movie tie-in which is coming from the **Lucasfilm** stable and promises to be a massive hit at Christmas!

Alien II is, as you'd suspect, the sequel to that sci-fi scare film *Alien* and once again **Sigourney Weaver** stars.

Big Trouble in Little



Shining is being directed by **John Carpenter** of **Halloween** and **The Thing** fame and is set in San Francisco. Frisco is noted for it's big Chinese population and the movie and the game have an Oriental theme. It concerns a Chinese godfather who has this unnerving habit of turning into a big floating eye and kidnapping blondes!

Howard the Duck is based on the Marvel comic character who has become a cult hero. Howard has been warped from Duckworld into a world he never made — Earth. And the story follows his efforts to come to grips with the human race. The movie is being directed by — you guessed it — **Stephen Spielberg** with music by **Thomas Dolby**.

■ **Gilsoft** have just released their adventure-writing utility **The Quill** on the BBC and Electron. By clever use of menus, and filing techniques, you can create your own adventure. Despite the delay in releasing the products, there are very few obvious enhancements to the basic programs.

■ You've played the game — now read the comic. U.S. Gold's latest **Psi-5 Trading Company** has be turned into a comic strip which will appear in **Eagle** and **Tiger** comics. Psi-5 features in a strip called **The Computer Warrior** which has as its hero an ace gamester called Bobby Patterson. Bobby's best friend Martin French has been trapped inside his computer's "real life" facility. Is this a feature of the Spectrum 128 Sinclair haven't told us about? To rescue Martin, Bobby had undertaken a perilous quest to become a computer warrior and part of this involves playing a real life part in the world of Psi-5.

The blurb which introduces the comic says this is Bobby's eighth test. Anyone out there know about the other seven? We'd be interested to hear from Eagle and Tiger readers about these strips.

■ In the last month's C+VG we reviewed Ariolasoft's **Starship Andromeda** game for the Commodore 64/128. From previews we had seen, the game looked very impressive. But when it came down to playing it, our reviewer didn't get very far. And no wonder, Ariolasoft had not supplied a few vital bits of information on the game. Armed with this help, the game becomes very playable and good fun but, unfortunately, it was too late to update our review.

We are assured these extra instructions will be available to the public. Starship Andromeda costs £12.95 on disk.

■ All of you who are lucky enough to be able to look at cable television should check out a new series of **Tech Talk** on The Children's Channel.

The six minute programmes cover all sorts of computer-related topics — including games.

The new series is being presented by Gian Sammarco who played Adrian Mole in the hit television series. And a guest on two of the programmes will be **Paul Boughton**, Deputy Editor of Computer+Video Games.

In the first programme of the series Paul will be demonstrating **Uridium**, one of the best shoot 'em up games to be released for ages, and chatting about the revival of the C16.

In a later programme he will be demonstrating **Knight Tyme**, Mastertronic's new Magic Knight game for the 128K Spectrum.

■ **Uridium**, **Hewson's** number one Commodore smash, sold more than ANY other game so far this year in just one week after its release. This info comes from **Gallup**, the people who put the C+VG Top 30 Chart together. And guess which magazine had Uridium on the front cover then? C+VG of course. The number one magazine picks the number one games!


INCENTIVE
THE GRAPHIC
ADVENTURE
CREATOR

GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.

C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

GRAPHICS

Is the game graphically great — or do the graphics grate? This mark puts you in the picture and lets you know if all things are sprite and beautiful.

SOUND

Is the sound loud and proud — or does it sound like you've got your head stuck in a bucket of mud?

VALUE

Should you beg, borrow or even steal the cash to get your hands on the game and be the envy of your friends? Or will it be better to wait until the game appears in the bargain bin? Find out here.

PLAYABILITY

Will you be dragged screaming from the joystick after 24 hours continuous play — or will the mere sight of the loading screen send you running to switch off the machine?

• If you're one of those people who likes percentages instead of marks out of ten, the solution to your problem is simple — just add a zero and a % sign to our marks. Easy, isn't it?

QUAZATRO

● **Machine:** Spectrum 48/128
● **Supplier:** Hewson
● **Price:** £8.95

Well, it looks like Hewsons have done it again. Got a number one on their hands, that is! After *Uridium* comes *Quazatron* from Steve Turner, the *Dragontorc* man. *Quazatron* is quite a departure from Steve's previous games — it's more arcade oriented than his earlier offerings for a start and it's guaranteed free of wizards!

If you've played *Paradroid* on the 64 by Steve's mate Andrew Braybrook, you'll recognise the basic idea of the game. In fact Steve set out to recreate *Paradroid* on the Spectrum. But don't think this is just a copy — far from it. *Quazatron* features some neat 3D *Marble Madness/ Gyroscope* style pyramids for a start. But let's take a look at the scenario.

You find yourself in the subterranean city of Quazatron on the planet Quartech, home of the Daglath, a droid culture dedicated to the domination and elimination of us humans. The smooth-running of the city is in the mechanised hands of a number of battalions of Battle Droids, Service, Robots and Repair Mobiles who trundle around the ramps and pyramids of the many levels of the city in execution of their mysterious duties.

Unknown to the Logic Robots who control Quazatron, the city has been targeted for subversive attack by a human controlled Meknotech droid.

You control KLP-2 (Klepto) the wayward Meknotech droid assigned to deactivate hostile alien droids which inhabit the underground city of Quazatron.

KLP-2 has a prototype grapple device enabling the alien robots to be stopped and dismantled. Klepto can add the parts recovered from the aliens himself — his facilities and endurance.

Each alien Droid has a range of equipment at its disposal — lasers, disruptors, shields and ram thrusters.

Klepto must destroy these Droids in a laser battle or by dismantling his opponent piece by piece. Anti-tamper and other security devices make grappling at close quarters a difficult procedure. But the reward for success if the pick of the hardware removed from the vanquished Droid.

Intelligence reports on the strength and disposition of the enemy can be obtained from control consoles of the Logic Robots also dotted around the complex.

Travel around the city is by means of elevated ramps with lifts to links the various levels.

Both of these units can be activated using the fire button.

Many different weapons can be taken from enemy droids and the data library contains hints on which weapons are most useful. Weapons can only be used while KLP-2 is moving.

To successfully grapple with a droid you must engage its security circuit. This is the sub-







ALIEN HIGHWAY

● **Machine:** Spectrum/ Amstrad
● **Supplier:** Vortex
● **Price:** £7.95 (Spectrum) £8.95 (Amstrad/£13.95 disc)

We're back on the road again thanks to the Vortex crew. They've just released the sequel to their totally addictive *Highway Encounter*. The dustbin-like Vortons are back — as are the dreaded Aliens — on a new highway twice as deadly as the original.

The aliens were defeated at the end of *Highway Encounter* — that's if you were good enough to actually finish the original game! Now the Vortons are out to exact their revenge on the Aliens' home planet.

But this time you only get one Vorton instead of four!

His mission is to strike at the heart of the alien Empire which lies at the end of the Alien Highway.

The Vorton is pushing along a device deadly to the Aliens called a Terratron which, according to the blurb, will reveal its terrible power at the end of road.

Both the Vorton and the Terratron must be energised along the road by contacting seven hour glass shaped regeneration stations. This is vital — you simply won't make it to the end if you don't.

The Vorton's energy levels — displayed at the left hand side of the screen — are depleted by contact with the alien Zeds and nasty Kamikaze droids. And even the sides of the highway are deadly this time!

Game action is very similar to *Highway Encounter*, controlling



● STARTS HERE ▶

game first seen in *Paradroid*.

To change levels within the city complex you must find a lift square. Press your fire button and a side view of the city is displayed. Move up/down to the required level and left to right to exit the lift.

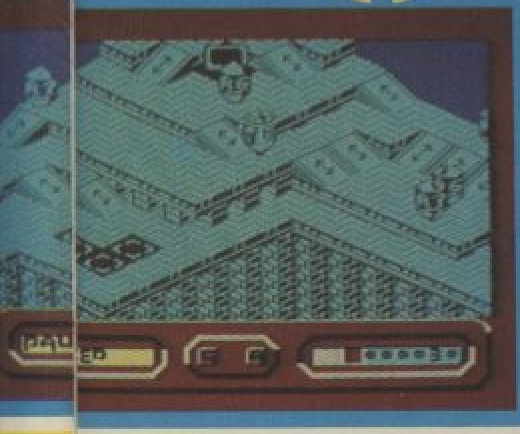
Enemy logic robot control consoles are useful tools. They are easy to locate as they look just like blank TV screens dotted around the map.

Your energy is shown by the rotation of the head of the KLP-2 His expression changes from happy to upset as he runs out of energy.

Quazatron is one of those games you start playing at lunchtime and still be at it at midnight! Addictive isn't the word. The combination of strategy and arcade action will have you hooked instantly.

- **Graphics** 8
- **Sound** 8
- **Value** 9
- **Playability** 10

C+VG HIT!



your Vorton is just as tricky and there are lots of graphically interesting traps and barriers along the way.

Graphics are as good as the original, and game play just as addictive. After you've loaded the game you get a neat guide to all the aliens and obstacles you'll come across on your mission. Unfortunately you can't call this up again once you've hit the enter key to get to the control option screen. Sometimes you really need to check out what's attacking you during the game — especially during your first efforts.

Although it's pretty similar to *Highway Encounter*, this game is still fun and challenging to play. But all your old winning techniques have to go out of the window, I'm afraid! Another winner from Vortex.

- **Graphics** 9
- **Sound** 7
- **Value** 8
- **Playability** 9

C+VG HIT!

CAULDRON II — THE PUMPKIN STRIKES BACK

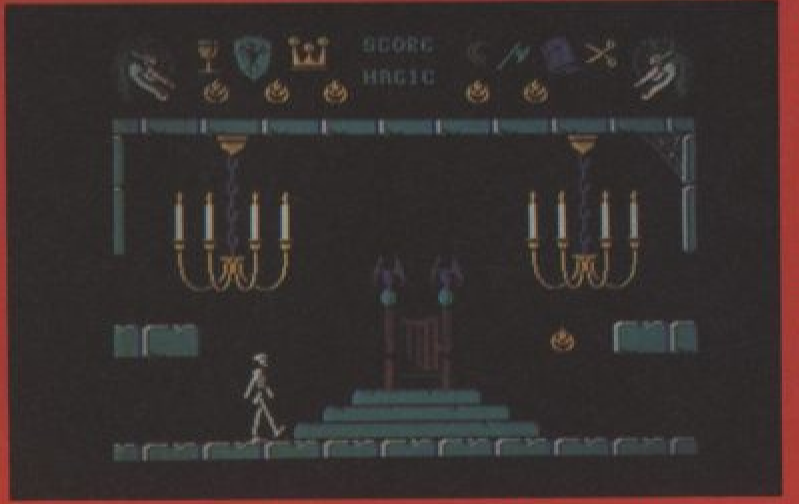
- **Machine:** CBM 64/128
- **Supplier:** Palace Software
- **Price:** £8.99

"... And it came to pass that the witch reclaimed the golden broomstick and rid the land of all the pumpkins . . . except one!"

It's taken well over a year for *Palace Software* to come up with a successor to the wickedly complicated *Cauldron*. But *Cauldron II — The Pumpkin Strikes Back* is well worth the wait.

With great graphics, sensational sound and game play which at times borders on being frustrating — but nevertheless addictive — Pumpkin is a winner.





In the original *Cauldron* you played the part of a witch trying to rid her world of pesky pumpkins. In the follow up the roles are reversed. The witch has pulverised all the poor pumpkins except one. And that sole survivor is out for revenge.

To complete the game the pumpkin must collect a lock of the witch's hair and drop it into a bubbling cauldron. Sounds easy when you read it quickly. Of course there are a vast variety of creatures to dodge or kill, puzzles to solve, and a whole palace to explore.



It's vital to master the bouncing pumpkin. The height of his bouncing is controlled by the firebutton. One of the nice things about the game is that it's quite good fun just bouncing around without really getting anywhere.

Lurking around the palace are spiders and skeletons. These are deadly to the pumpkin. The witch's cackle when you lose a life is excellent. But after a time you begin to resent it, but that just renews your determination to beat the game.

Other creatures sap your magic. But you can top up on the potent powers by leaping on sparkles. These also give the ability to do a bit of zapping.

Also watch out for the dismembered hands lurking around. Touch one of these and your joystick controls are reversed. That's sneaky and very confusing when it happens.

To complete the game there are six objects to be collected.

The goblet will restore normal joystick control after a brush with the hand. The axe will allow you to open closed doors. Then there are scissors — vital to snipping off a lock of the witch's hair. The crown will come in useful when — or rather if — you manage to find her bedroom. It will protect you against the "guard magic" protecting her. A shield is necessary to defeat the skeleton guarding the cauldron.

And finally there is a Book of Spells. The book doesn't actually do anthing in particular but you have to have it to complete the game.

GAME OF THE MONTH C+VG HIT!

Conversions are on the way for the Spectrum and Amstrad, so most people will eventually be able to enjoy this delightful game.

Don't delay, buy it today.

- **Graphics** 10
- **Sound** 9
- **Value** 9
- **Playability** 10



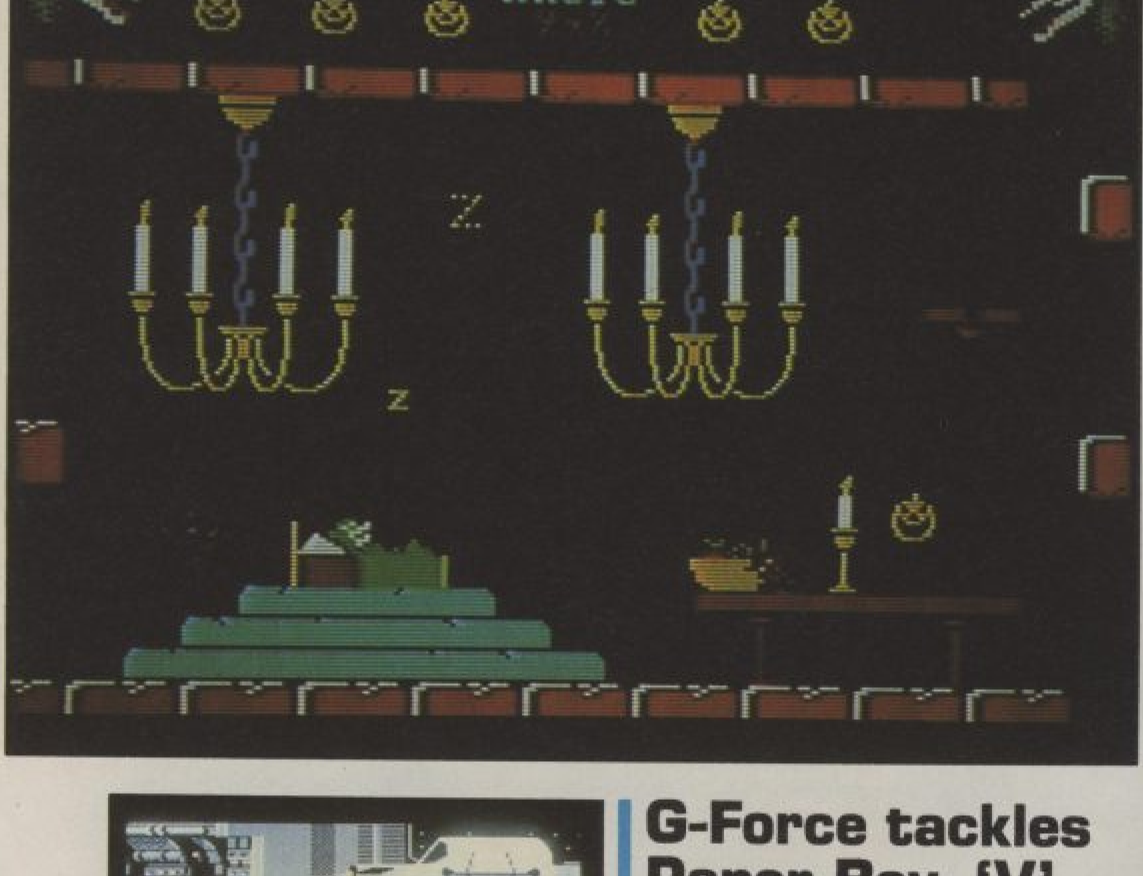
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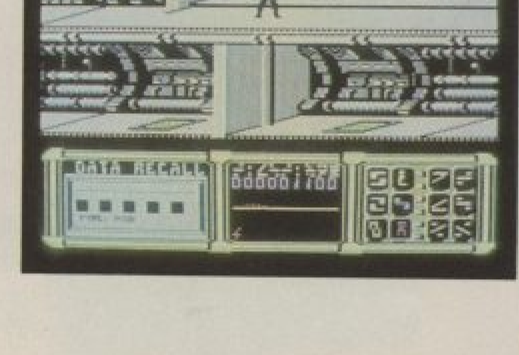
COMMODORE USER

NEW LOOK

The June issue of *Commodore User* has had a summer facelift. Goodbye to dullsville and hello to a sharper, brighter mag with more colour and — well simply more style.







G-Force tackles Paper Boy, 'V'; Starquake

We've got a players guide to *Paper Boy* next issue, plus *Cauldron II*, *Jet*, Sublogic's great flight sim and of course a final review of *Green Beret*. We've also got the long-awaited *V* and *Starquake*.

●Programming

Get more from your Commodore by typing in one of our free programs. Plus, learn how to make your 64 do two things at the same time with the first of our two-parter on a smart technique called "interrupts".

●Let's Get Serious

Make your 64 earn its keep — we check out the latest, budget priced database, home finance package, spreadsheet, and wordprocessor. Viza Star users — don't miss our exclusive "Get More From" feature in June.

●C 16 Gamers

Ever heard of *Jet Set Willy* or *Manic Miner*? No? Where've you been for the last two years? These two 64 el classicos are now set for stardom on the 16. Will they get the G-Force vote?

All this and our unbeatable regular features: Tommy's Tips, US Hotline, Hotshots, and Into the Valley.

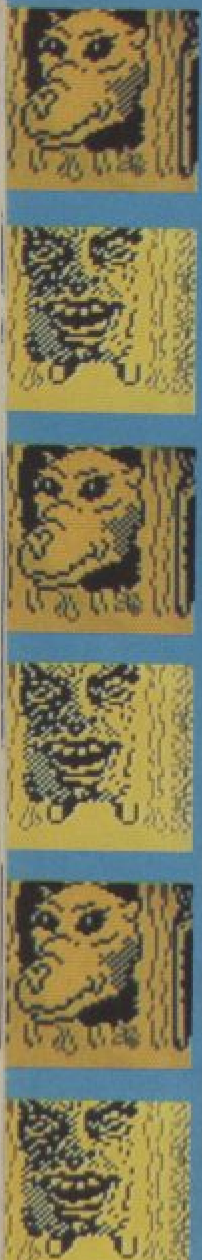
At £1, we're still the best around. Get down to your newsagent on the 26th May and for a golden sov it's all yours.

+

●*FREE* — Play Better II

There's more for the money. Next month we're giving away another great supplement — Play Better II — featuring playing tips on the hottest games around like *Zoids*, *Uridium* and *Fairlight*.


EQUINOX
Spectrum/Amstrad £9.95
MIKRO-GEN
Unit 15 The Western Centre
Western Road
Bracknell
Berks.



HEAVY ON THE MAGICK

●**Machine:** Spectrum/Amstrad/C64
●**Supplier:** Gargoyle Games
●**Price:** £9.95

Prepare yourself for one of the most original and exciting games you're ever likely to experience. Gargoyle's *Heavy on the Magick* is a real step forward in game play. It's an interactive adventure with big cartoon style graphics, beautiful animation and 255 locations packed with weird and wonderful monsters, including Wyverns, goblins, trolls and the enigmatic Apex the Ogre.

The adventure stars Axil the Able — who has been cast into a dank dungeon network beneath a dreary castle called Collodon's Pile by Master Therion — the cleverest wizard in all Graumerphy. Axil should really have known better — practicing his favourite pastime of wizard baiting in *The Golden Thurible* of all places. Still what was done was done — and now his job was to get out!

Once the neat loading screen has disappeared – it gives you sneak previews of the screens from the game — you get a screen which gives you a few general tips — shame you can't get back to this once you've entered the game — and then the option screen appears.

When the option screen is displayed, you may notice that the program has already generated values for Stamina, Skill and Luck. While you can't alter the values themselves, you can re-allocate them — select option 6 and the values will be realigned. It depends on whether you think Skill counts for more than Stamina, or perhaps you just feel lucky!

When Saving or Restoring a game, you will be asked for a version letter — this is to ensure that the right game is restored, so keep a note of version letters.

Communicating with the program is all done though the middle window. Here you see all the commands you input.

Your Stamina, Skill and Luck are a reflection of your current abilities. If you run out of Stamina, you die. Your Stamina and Skill together affect the outcome of conflicts: your Luck will influence all your actions.

Combat will reduce your Stamina a lot, most other actions will reduce it a little, but taking food or drink may well increase it. Other special objects will enhance your Skill and Luck.

As you progress through the adventure you will gain in experience, this will not only enhance your status characteristics, but, exceptionally, advance your Magical grade, which will allow you access to items and knowledge not available to the lower grades.

All combat is Magical — physical encounters with other creatures are often fatal. If you decide to engage in a macho bout of blasting, check your own and the monster's status before each round — it may be capable of hurting you more than you can hurt it!

Blasting is not the only way out of a tight situation. Some monsters, and all demons, may have information on objects which may prove useful, and



often the status of a creature will give you a clue to how to deal with it.

Sometimes you come across locked doors. Most locks that you encounter are magical and therefore are opened magically by magical keys! Naturally, they might not immediately be recognised as keys but they need only be dropped by a lock to be effective. Other locks can be opened by magical passwords. Remember, you have to "drop" objects for them to be effective with doors. Just having them in your pouch isn't good enough.

One of the most exciting things about the game, apart from the depth of the thing, is the command system which allows one key inputs together with more traditional text instructions.

All the inhabitants of the dungeon speak Merphish, a language similar to English but more compact, if not terse. All commands take the form of a keyword followed by a Return/Enter.

Keywords are entered as just the first letter. The name of both animate and inanimate objects must be entered in full. Unrecognised keywords are queried.

Commands can also be entered as a string, with each command separated by a comma, and the final command followed by a Return — like the system used in *Lord of the Rings*.

Apex the Ogre will help you out if you talk to him nicely. Remember to enter your conversation like so. "Apex, (object). The first quote mark and the comma are crucial if old Apex is to understand what

BOUNCES

● **Machine:** Spectrum
● **Supplier:** Beyond
● **Price:** £9.95

Bounces is a nice idea but, unfortunately, falls a little flat. There's just not enough depth to the game to keep any interest going.

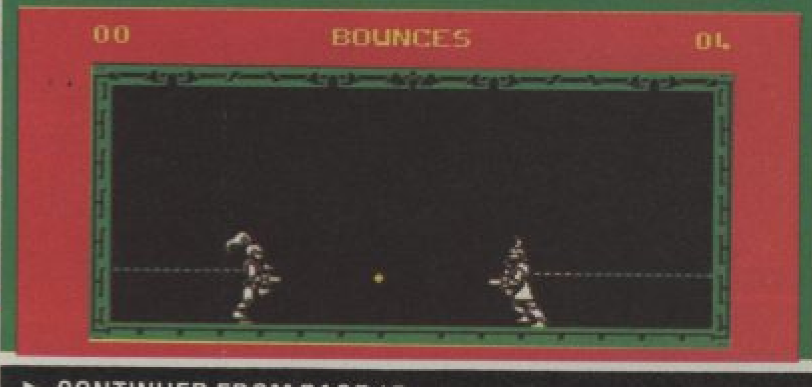
The game is set in, apparently, a futuristic sports chamber, where two knights battle it out.

The knights — Ashley and Erik — are attached to what appears to be energy sapping elastic bands which the combatants must fight against.

A ball drops into the chamber and bounces around. In their hands the knights carry "ball snatchers", a stick-like weapon for catching and hitting the ball.

Basically, the game can be described as a sort of futuristic squash on elastic bands. Good fun, but over-priced.

● Graphics	8
● Sound	7
● Value	5
● Playability	6



► CONTINUED FROM PAGE 15

FAIRLIGHT

● **Machine:** Amstrad/CBM64
● **Supplier:** The Edge
● **Price:** £8.95

Bo Jangeborg's Spectrum smash about the Land of *Fairlight*, a 3D extravaganza in the best Ultimate style. And the magic lingers on in both these conversions.

The basic plot is for the hero Isvar to find the Book of Light and save the land of Fairlight. Strange figures, knights, winds and a host of other mysterious creatures conspire to thwart Isvar.

Add to this a large number of graphically great screens and you have a real puzzler to test your skills.

Isvar, sword-in-hand, can







you want help with. He may look fierce but he's nice really.

You don't need a joystick to control Axil — he moves at your command. Tell him to go north by hitting the N key and our hero moves to the nearest northern exit and moves into the next location. You can move him about within a location by using the left/right commands. This is used to get him near objects you want him to examine or pick up.

Always remember to pick up the Grimoire — or book of spells — you'll find in your starting location. If you don't, you won't be armed with the useful array of magic you'll need to combat creatures in the dungeon.

You can blast them, freeze them or invoke a demon — but all this requires stamina. Don't try it if your stamina rating is low or you'll die a slow painful death.

Gargoyle say that they'll be bringing out add-on modules for the game. You'll be able to transfer your saved character into new scenario's — like Collondon's Pile, the castle above the dungeons, the Tombs of Taro and the mysterious Paradise reglossed!

Heavy on the Magick is a brilliant game — but it will appeal to arcade adventurers and *D&D* freaks alike. And, just maybe, it will introduce arcade adventure addicts to a whole new area of games playing. Miss this at your peril.

- **Graphics** 9
- **Sound** 9
- **Value** 10
- **Playability** 10

C+VG HIT!

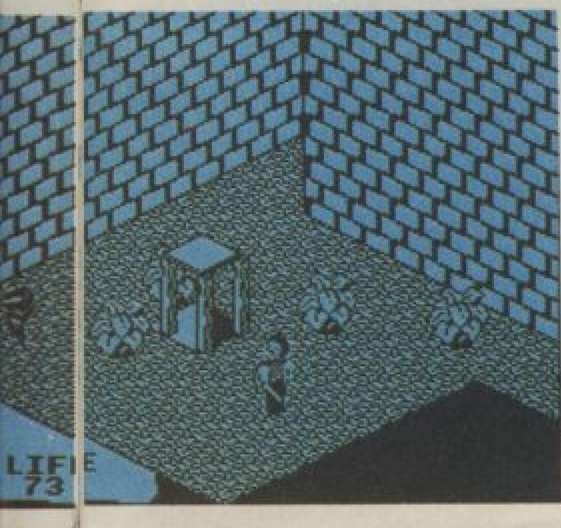
move in all directions, jump, pick up objects, store them in pockets.

The worse thing about the game is having to read the "mystical" blurb at the beginning.

All in all, *Fairlight* is as pretty as a picture on both machines. Enjoy it.

Amstrad/CBM 64

- **Graphics** 9/9
- **Sound** 7/8
- **Value** 8/8
- **Playability** 8/8



GOLF CONSTRUCTION SET

- **Machine:** CBM 64
- **Supplier:** Ariolasoft
- **Price:** £14.95 disk/£12.95 twin cassette

Down in the bunker things are not looking good. I've been hacking away at this golf ball with my sand wedge and getting nowhere fast. My opponent, out of trouble on the green, laughs.

My only previous experience of golf has been on the crazy golf course or pitch 'n' putt. I don't even like watching it on television. So why am I playing Ariolasoft's new golf simulation program? The answer is simple — I like it.

It allows you to play four of Britain's top championship courses — The Belfry, Wentworth Old Course, Sunningdale and Royal St George's. You can also design and create your own courses. They can be as simple or as complicated as you want.

Up to four people can play. Each starts with a 28 handicap.

The right hand side of the screen is taken with a plan view of the hole in play, showing the tee, fairway and green.

The top left hand part of the screen gives a 3D view of the hole. Below this is a window giving information of clubs available, position of the feet etc.

For the actual shot, an animated man appears on the screen. Pressing the fire button makes him swing the club. Pressing the button at the appropriate point during the swing will decide the strength of the shot.

Wind speed, temperature and ground conditions can all be selected.

Ariolasoft launched the game at Wentworth where the club stalwarts, after what appeared to be a few suspicious glances at the computer, were soon playing the game.

The odd thing about *Golf Construction Set* is that, although it was designed in Britain by Tigress Marketing, it was programmed in Hungary — by people who had never seen or played golf!

Like Ariolasoft's other home-grown game *Think?*, *Golf Construction Set* is better than most of their American imports.

- **Graphics** 9
- **Sound** 8
- **Value** 8
- **Playability** 9

C+VG HIT!



GREEN BERET

- **Machines:** Spectrum 48K + 128/C64/Amstrad
- **Supplier:** Imagine
- **Price:** £7.95 (Spectrum) £8.95 (C64/Amstrad)

Will you please bid a warm welcome to son of *Commando*, *Green Beret*! This was Konami's arcade answer to Capcom's all conquering *Commando* coin-slot game — and it's destined to get all you warlike gamesters foaming at the mouth!

Green Beret is a mixture of *Commando* and *Rambo*. Instead of horizontally scrolling play area, this one scrolls left to right. Like *Commando* you have to fight off the enemy — and there are masses of them — while attempting to release your captured buddies.

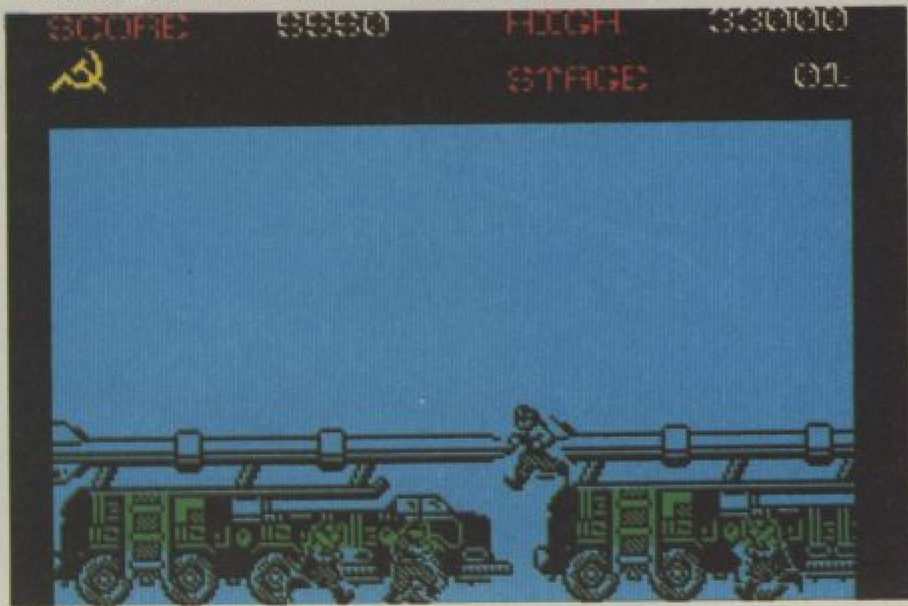
Like *Rambo* you can collect extra armaments along the way by killing off the enemy commanders. And you'll need them — all you get to start with is a simple knife. These weapons are a flame thrower — found on the first of the four stages — grenades and a rocket launcher. These have limited powers so use them wisely. For example, you only get three shots with the flame thrower, so it's best to wait until you are in a really tight spot before using it.

Unlike either *Rambo* or *Commando* your *Green Beret* can jump and climb and throw himself on the ground to avoid the enemy. Platforms and ladders abound to help him — but you'll have to move fast as the enemy troops are always on your tail.

You have to advance *Green Beret* through four enemy defence stages. It begins with the missile base, the harbour, the bridge and finally the prison camp where your buddies are waiting to be freed.

At the end of each stage the enemy throws everything they have at you — with stuff like helicopters coming in from the air to cause you even more problems. That's why it's a good idea to hang onto the extra firepower until the end!

Some troops will fire at you —



but their bullets move so slowly that it's pretty easy to leap over them. The bullets are about the only thing that do move slowly. The rest of the game is really fast — a real challenge to joystick bashers and ace gamesters everywhere.

A few gripes. You have to use the keyboard to fire the extra weapon when you've got it — the joystick fire-button only controls your knife.

The graphic backgrounds are good — especially on the Spectrum. The Spectrum *Green Beret* and enemy troops are drawn in black and white cartoon styles but are extremely well animated. The C64 version features full colour "filled-in" characters, as you'd expect, and better sound. Although the Spectrum sound effects aren't bad.

Green Beret continues the warlike theme of *Commando*/*Rambo* — and if you like this style of game you'll enjoy *GB*. It's fast furious and terribly addictive. Shoot'em up fans should apply for their call up papers today!

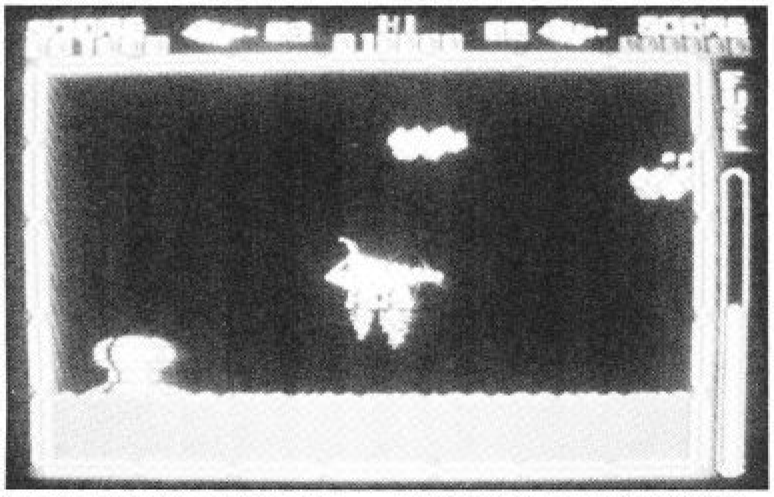
Spectrum/C64

- **Graphics** 8/8
- **Sound** 7/8
- **Value** 9/9
- **Playability** 9/9

● CONTINUES ON PAGE 21 ►



CELEBRATE IN STYLE
WITH
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● **Machine:** Spectrum 48k
● **Supplier:** Ultimate
● **Price:** £9.95

This is it. The game we've been waiting for. *Cyberun* was rumoured to be the game that would put Ultimate back on top. Wrong. *Cyberun* should be remaned Alsoran.

I first glimpsed *Cyberun* with a programmer — who shall remain nameless — who is destined to have a number one hit with his latest game. His big fear would be that *Cyberun* would come out and steal all his thunder. I've never seen someone more happy than him after a few seconds of looking at Ultimate's latest. "There must be more to it than that," he said.

Now the plot. There exists in the dark outer reaches of space a cluster of dark stars and planets, bound together by "plasmic energy" and composed of an anti-element called *Cybertron*.

Cybertron can be crysalised into the hardest and most valuable element in the universe — Cybernite. It is, therefore, very valuable and everyone wants it.

To get at the Cybernite, an almost unbeatable "magnetronic" pull must be overcome.

The construction Crystal ship, an enormous cargo carrier, has been undertaken to get the precious substance. But other galaxies will be out to stop you.

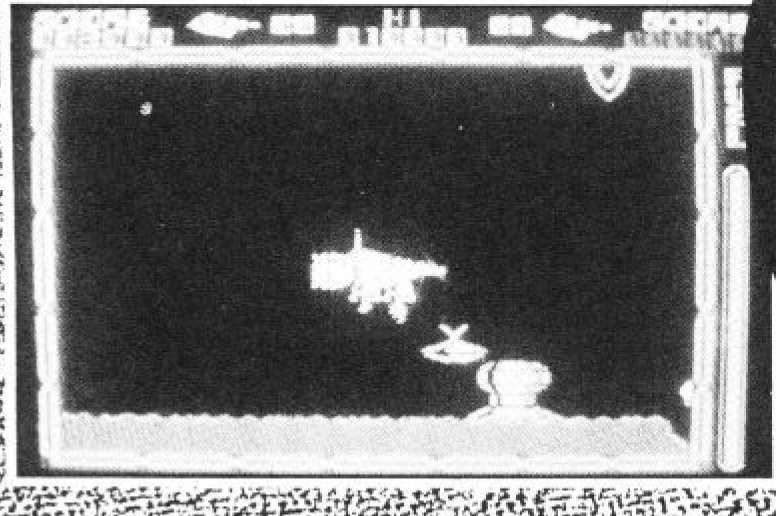
At least I think that's what it's about. The storylines have in the past always been an interesting read on Ultimate games. This one is a little confusing. One part reads "civilisations have devoted their entire resources to prying off one of the smaller outerplanets from the main cluster . . ." What does "prying" mean? To pry means to peer and peep into something which is private. It doesn't make much sense at all.

Right, to play the game. Because of the size of the Crystal ship it has had to be constructed in stages and these have been shipped off to the Zebarema system.

You start off with the command module and must find two sets of rockets and boosters.

Zapping aliens boosts your score but at the same time I got destroyed with infuriating frequency. There may be a dynamite game lurking somewhere in *Cyberun*. But the more one plays, the more you get the impression there isn't.

● **Graphics**	7
● **Sound**	7
● **Value**	6
● **Playability**	6



● **Machine:** CBM 64
● **Supplier:** Bubblebus
● **Price:** £8.95

Stephen Crow, winner of the C+VG Golden Joystick Award for best programmer of the year, has converted his Spectrum classic *Starquake* for the 64, and it's definitely been worth waiting for.

You are BLOB! Oh yes, you'd better believe it. It means Bio-Logically Operated Being. You must stop an unstable planet from exploding and taking another thousand planets with it.

Not an easy task, as a few million nasty creatures don't seem to see it your way. Know what I mean?

The game action is set over 500 screens, and I'm sure the aliens get meaner on each one.

As for the graphics, well they are fantastic. It is very comical watching BLOB prancing about. There are some really ace tunes there as well.

The game is extremely addictive — it had me glued to the '64 for hours. A must for Commodore owners.

If you wonder why your Spectrum owning friends have not been around lately, I bet they've bought *Starquake*!

It's BRILL!!!!!

C+VG HIT!

● **Graphics**	10
● **Sound**	9
● **Value**	10
● **Playability**	10

COMPUTER HITS VOL 2

● **Machine:** BBC B
● **Supplier:** Beau Jolly
● **Price:** £9.95

A wonderful ten original games on one cassette! That's what you get on *Computer Hits Vol Two*.

The games on the cassette are: Frenzy (Micropower), Smash 'n' Grab (Superior Software), Jetpower Jack (Micropower), Circus (a classic from Adventure Soft), Video's Revenge (Alligata), Starstriker (Superior Software), Jet Boot Jack (English Software), Webwar (Artic), Kissin' Kousins (English Software), and the infamous Evil Dead from Palace.

My favourite game on this tape has to be Starstriker, which is a great version of the arcade classic Moon Cresta.

It contains all the features of the original, including multi-stage rockets, bonus docking, asteroids and even the old FAR OUT message when you complete the level.

Definitely good value.

● **Graphics**	7
● **Sound**	7
● **Value**	10
● **Playability**	8

ATTACK OF THE KILLER TOMATOES

● **Machine:** Spectrum
● **Supplier:** Global Software
● **Price:** £7.95

Last month we warned of the imminent arrival of *Attack of the Killer Tomatoes*, a game apparently based on a film which was once voted the "Worst Vegetable Movie of All-Time".

Well the game has now arrived and a pretty tasty dish it is. We won't quibble over the fact that a tomato is a fruit and not a vegetable.

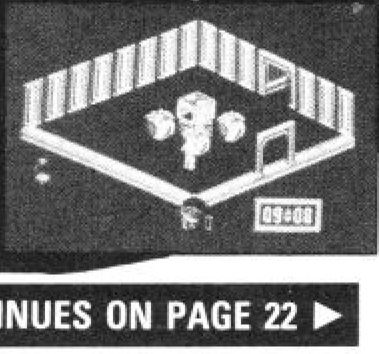
In concept the game is not startlingly original. It's very "Ultimate" in style but none the worse for that. But it is a departure in style for Global who are better known for straight forward adventure games rather than arcade adventure.

Attack of the Killer Tomatoes chronicles the predicament of Wimp Plasbott — he's trapped the PuraTom processing plant.

The game is packed with undeniably silly things, salad bowls, sauce bottles and rampaging tomatoes. All good fun.

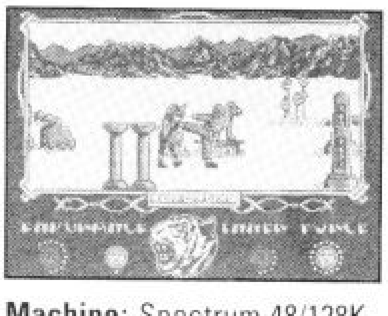
And what's more, Global is planning to release more games based on silly films. They include Curse of the Mushroom People, which will be released in two parts, and The Wild Women of Wongo.

● **Graphics**	8
● **Sound**	8
● **Value**	9
● **Playability**	8



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WAY OF THE TIGER



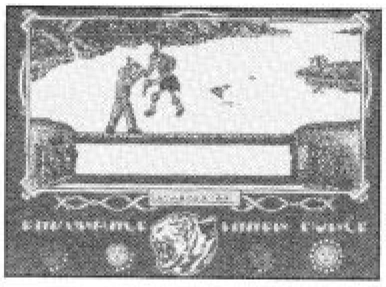
Machine: Spectrum 48/128K (Also for Amstrad, MSX and CBM64/128)
Supplier: Gremlin Graphics
Price: £9.95

The two tapes that come with this package contain four programs; three combat "modules" and one master program, within which the others run. After the uninteresting title page has removed itself, you're presented with a list of options regarding how you want to progress through the programs. You can either try to fight your way through all the stages, or practice each one in turn.

For some reason, neither the unarmed combat or the pole fighting wanted to load the first time I tried. On the second attempt, though, they worked without any problems.

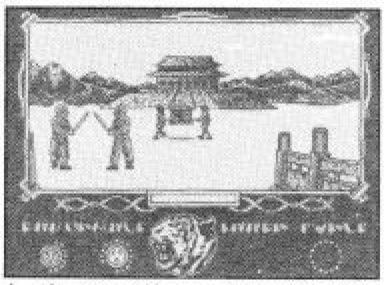
In this game, you take the role of The Avenger, battling against Evil "... in defence of your faith, and protection of the weak ..."

As soon as stage 1 — Unarmed Combat — begins,



you will notice the detailed graphics. Although not as fast, they are much more realistic than *Fist*. The background has animation too, with various birds and very short orientals scurrying about.

After a couple of seconds, you'll notice that the background seems to have a life of its own! The screen not only scrolls left and right, as you batter your opponents, but up and down as you duck and



hurl yourself out of harm's way. The scrolling is smooth and sensible and definitely adds to the enjoyment of the game.

Control is via the joystick or keyboard, and includes many similar movements to *Fist* (in the first stage). The response is a little slow at times, and it is possible to get caught in a constant barrage of your opponent's blows.

The next stage is Pole Fighting, in which you find yourself standing on a log with — surprise, surprise — a pole. You are immediately confronted by a tall character, vaguely resembling a skeleton in a kilt. By using the same joystick movements, the appropriate moves can be achieved. Of course, if you're swinging wildly around with a 6ft pole, you have a very good chance of falling into the river beneath the log!

Samurai Sword Fighting is the final event, and the most difficult. Here you are presented with a stereotype Samurai warrior, complete with armour and spikey helmet. Something I found a little worrying was the fact that I could deliver a batch of "head splitters" to my opponent with apparently no effect. He, however, could despatch me with one blow. This may have something to do with the fact that I wasn't wearing a spikey helmet.

The key to the game's appeal is variety. Each stage provides an original challange, and you can really feel yourself becoming more competent with the pole and the sword. At £9.95 the game is hardly cheap, but bearing in mind the quality of some other products costing the same it's good value.

Graphics	8
Sound	7
Value	8
Playability	8

C+VG HIT!

SABOTEUR

Machine: Amstrad
Supplier: Durell
Price: £8.95

In *Saboteur*, another blood 'n' guts game, you take the role of a highly trained mercenary, with a suitably destructive mission; you have to break into a building, disguised as a warehouse (the building, that is), and steal a disk. The disk contains the names of various rebel leaders — who will presumably come to a rather sticky end, once in the hands of your "employer". Then you have to escape.

Loading the game was no mean feat in itself. The naff title page took an absolute aeon to form, and the rest of the program took even longer, causing the screen to disintegrate before admitting that it was ready to go!

Some horrible music "plunks" away in the background while you are being asked to select joystick/keyboard options, and your skill level (1-Extremely easy/9-Extremely hard). Eventually, the game gets going, and pretty good it is too. Your character glides across the water in a yellow dinghy and waits by a jetty. All in black, you leap out and make your way up the rickety wooden structure, toward the enemy base.

The sound couldn't be described as "great", but is adequate, with some fairly convincing sound effects.

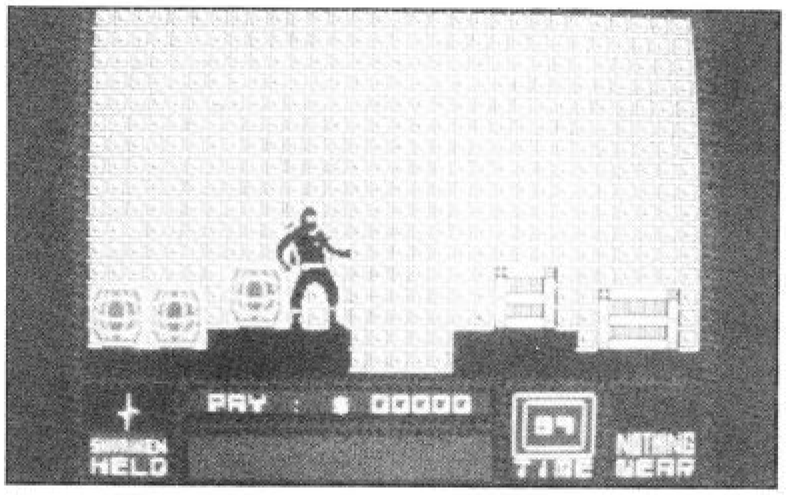
The game is a race against time. You must time your way around the maze, picking up objects with which you can kill the defending guards.

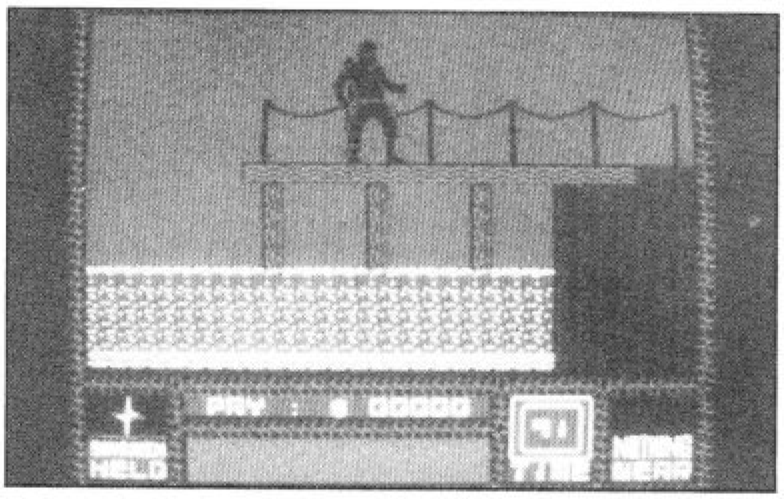
To climb a ladder, you have to be under it — obviously. Unfortunately, you have to be DIRECTLY under it. This isn't very easy to achieve when there is a hungry dog at your heels.

The items you need are all hidden away behind crates or barrels. As you pass one, you'll be shown a picture and told it is "nearby". By pressing fire you can pick it up, although only one object at a time is permitted.

Despite some quirks with movement, and the animation becoming a little jerky at times, it's a good game, and a whole lot more preferable than a poke in the eye with a sharp stick.

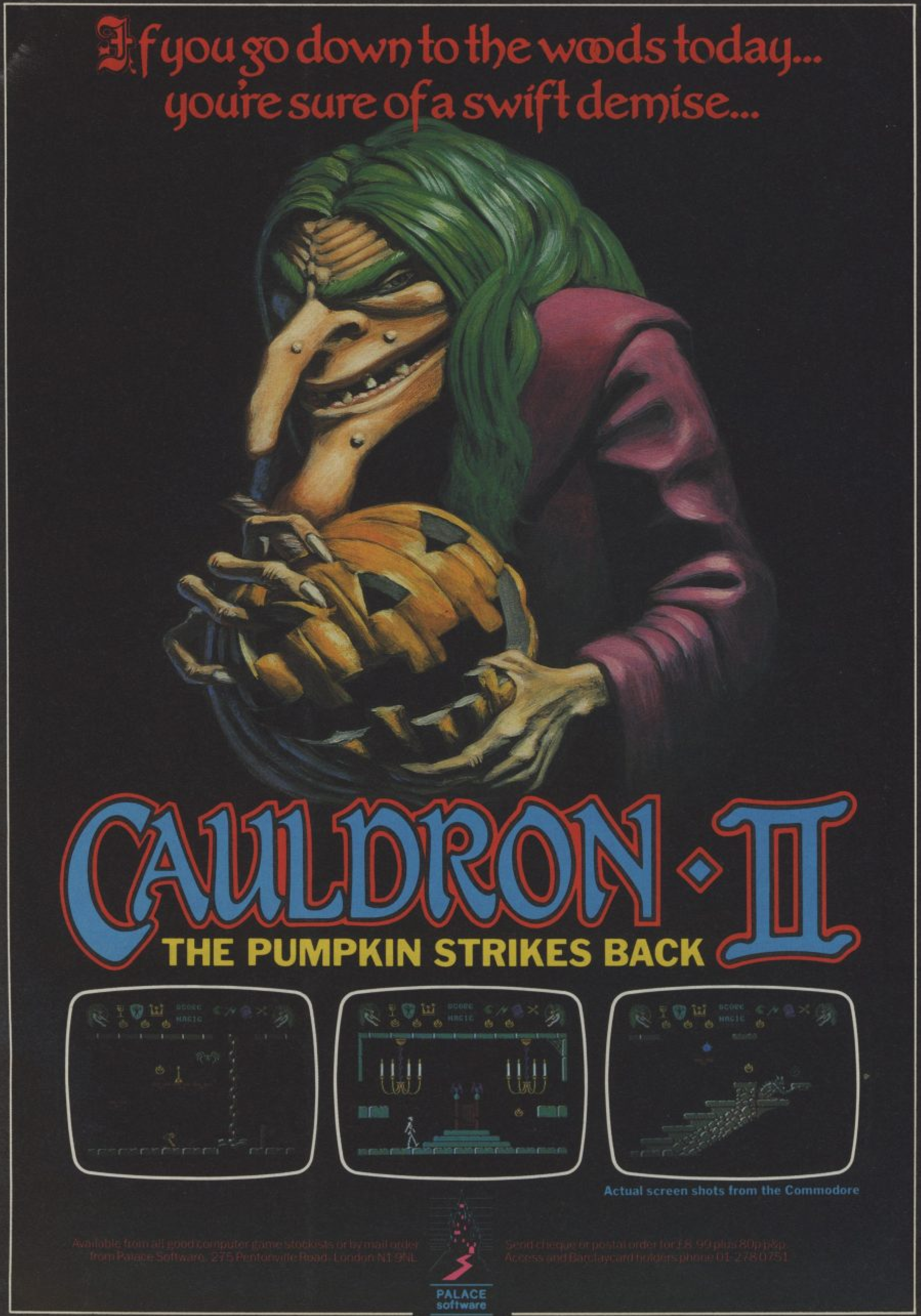
Graphics	7
Sound	6
Playability	7
Value	7





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KARATE COMBAT V YIE AR KUNG-FU

- **Machine:** BBC
- **Supplier:** Superior Software
- **Price:** £8.95 (tape £11.95 (disk)

- **Machine:** BBC
- **Supplier:** Imagine Software
- **Price:** £8.95 (tape £12.95 (disk)

In a bloodthirsty wave of Bruce Lee fervour, martial arts games are flooding on to the market. Superior Software is hoping to follow up the success of games like *Repton* with *Karate Combat*, while Imagine has come up with its own eccentric version of Kung Fu, now available on the BBC.

Superior's *Karate Combat* is a superb karate simulation which seems pretty realistic to me, although I'm no Grand Master. All that's missing are the sharp grunts and blood-curdling shrieks as arms and legs flail and combatants hurtle through the air.

Using the keyboard or joystick, you must master six basic moves to defeat your 16 adversaries, and topple the dreaded Master. You can punch high or low, leap through the air in a flying kick, kick high, kick low, or spin round in a sweep. Most of these are achieved using a combination of keys, or moving the joystick while pressing the button.

You can also walk left and right, roll, turn, and use your arm to block your opponent's moves.

Each bout lasts until either you or your adversary drops from exhaustion. Your own energy level is displayed on the screen, but your computer-controlled opponent sneakily keeps its energy, or lack of it, to itself.

You can use practice mode to perfect your technique before moving on to play the computer, or you can compete against a friend.

There's only one location and your opponents tend to look the same, although their style is subtly different. But the graphics are superb — smooth, simple, with extremely realistic movement. I particularly liked the way each new opponent hurtles on to the screen in a flying roll. The sound isn't too bad either, with a most satisfying thunk! as you land a kick or punch.

Yie Ar Kung Fu is almost as much fun but lacks the unmistakable Superior touch of class. Here you are Oolong, challenging ten fiendish opponents to become Grand Master in honour of your father.

And boy, are they fiendish. There's huge, ugly Buchu, who specializes in hurtling at you through the air. If you can beat him, you have to cope with deadly Star, who starts by chucking lethal pointed things at you. Then there's Pole, who attacks with an ancient rod, Feedie, who slings woks and all sorts of junk at you, Sword, who carries (surprise! surprise!) a sword, Chain, who wields a deadly — you've guessed it — chain, and so on and so on.

Like *Karate Combat*, you have a variety of moves at your command. Using various combinations of keys (there's no joystick option) you can kick and punch in four ways, jump, duck, and move left, right, and diagonally.



SAI COMBAT

- **Machine:** Spectrum 48K
- **Supplier:** Mirrorsoft
- **Price:** £6.95

Yet another martial arts game and probably one of the best for the Spectrum yet.

This one centres on the ancient art of Sai karate. It involves the use of a special sai weapon. Basically this a big stick with which you bash your opponent. And for good measure you can also kick him.

The idea of the game is a familiar one. You have to progress through eight levels from white to black belt, and then through another eight levels to become a Sai master.

The fighting figures are wonderful — very big and smoothly animated. You don't have to sit right on top of the screen to see them.

If you managed to reach the higher levels of the game there are extra hazards to face, including Ninja stars which whizz across the screen.

Points are scored for successful blows. Energy — or Chi level — is measured on a dragon's head on the scoreboard.

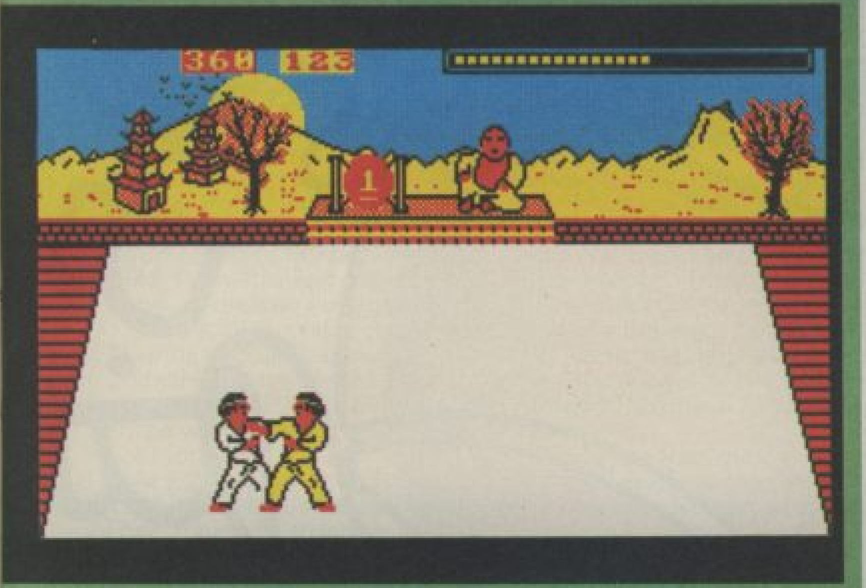
Sai Combat is good fun, graphically excellent and, if you've so far steered clear of all martial arts games, this could be the one to get you hooked.

C+VG HIT!

Graphics	9
Sound	7
Value	9
Playability	9



► CONTINUED FROM PAGE 22



The fun takes place in two locations, in front of a waterfall, and at the Martial Arts Academy in the Bamboo Pagoda. It's varied, easy to pick up and play, and the graphics are lively enough, although not a patch on *Karate Combat*.

But there's no sense of realism, and not much subtly in the action, which at times degenerates into arcade-type action as you leap and dodge flying objects.

Worst of all, my version of the game had a tendency to crash in mid-fight for no apparent reason, which is particularly teeth-grinding when you're using tape and you've got to load all over again.

If you're a martial arts freak, you'll probably enjoy both these efforts. But if you decide there's only room on your shelves for one, my money has to be on Superior Software.

Karate Combat — C+VG HIT!

● Graphics	9
● Sound	9
● Value	8
● Playability	10

Yie Ar Kung-Fu

● Graphics	7
● Sound	8
● Value	7
● Playability	8

THE SORCEROR

● **Machine:** Specrum 48K
● **Supplier:** Bug Byte
● **Price:** £2.99

Apart from the silly pun in the title, which is so bad we refuse to use it in our headline, this isn't a bad little game.

Sodov — indeed! — the Sorceror is defending his castle and his apprentices from some nasty attacking dragons. The dragons have one aim in life — to steal away with the sorceror's apprentices. They do this by attacking his castle, opening the portcullis and rushing in.

The Sorceror can stop them by zapping them with a spell from his battlements which has the added fortunate effect of creating a whole bunch of gold coins. The spell transforms a dead dragon into gold. A neat trick if you can do it.

It's inevitable that the dragons will get into the castle. There's just too many of them. But you, the sorceror, can dash out to save your apprentice and collect a few gold coins. Unless you get roasted by a dragon, that is!

This is a two screen game. One inside the castle and an interesting 3D screen outside the castle. Points are scored by collecting gold.

This game was originally released by an American company called Tymac for the 64 way back in '84. This conversion looks pretty and is playable if not long on lasting appeal.

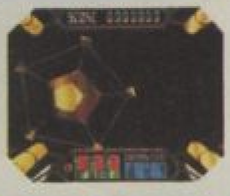
C+VG HIT!

● Graphics	7
● Sound	5
● Value	7
● Playability	7



STARSTRIKE II









● **Machine:** Spectrum 48K
● **Supplier:** Realtime
● **Price:** £7.95

At last! The sequel to the amazing Spectrum *Star Wars* clone *Starstrike* which took the games world by surprise many months ago. *Starstrike II* takes the story a bit further. But it sacrifices speed for frills — which may upset arcade addicts.

The basic theme of the game goes like this. The Outsiders have been driven from Federation space by the original Starstrike squadrons. Now Federation Command is launching a major offensive against the Outsiders' home planets with the next generation of Starstrike ships.

To enable the Starstrike II ships to move around the Outsiders' planetary systems they have now been equipped with a support module which carries an interstellar hyperdrive unit and extra fuel supplies. This transports the Starstrike fighter around the Outsider systems, and enables refuelling and repair to shield systems.

The Outsiders' planets are grouped around five stars. There are 22 planets in all — and they must all be neutralised by knocking out the central control reactor which runs each planet's systems. The planets range in status from agricultural through industrial to military and all have varying defences to contend with.

A basic *Starstrike II* mission goes like this. You are in the support module and have to choose which star system you wish to attack from an illustrated menu. This ranges from the Alpha system through to the Epsilon system. Once done, you then see a star chart of that system and you have to select which planet you wish to attack.

It's best to start with the agricultural planets which are relatively poorly defended. Hit the fire button and it's off into space where you have to fly through special openings in Outsider force fields which surround each planet. Timing is vital to avoid collisions which weaken your shields. Once through a series of grid like force fields, it's out into clear space where Outsider fighters wait in a second line of defence.

Two *Elite*-style scanners appear on your view screen to enable you to track the enemy ships and disappear when you've got him in your sights.

Starstrike II features some nice ideas and pretty graphics. It will certainly take some time before you finally pacify all the Outsider planet systems.

However the speed of the game leaves a lot to be desired. It's relatively slow and this takes away some of the edge and urgency essential in a good arcade shoot-'em-up.

There're now lots of "filled in" 3D graphics which look nice. But do they add much to playability?

Having said that, there's lots to do and explore. And now there's an added element of strategy to work with.

Between each action section you're allowed to transfer fuel energy to your shields so you can boost your defences — but have you got enough fuel to complete your mission? The decision is yours.

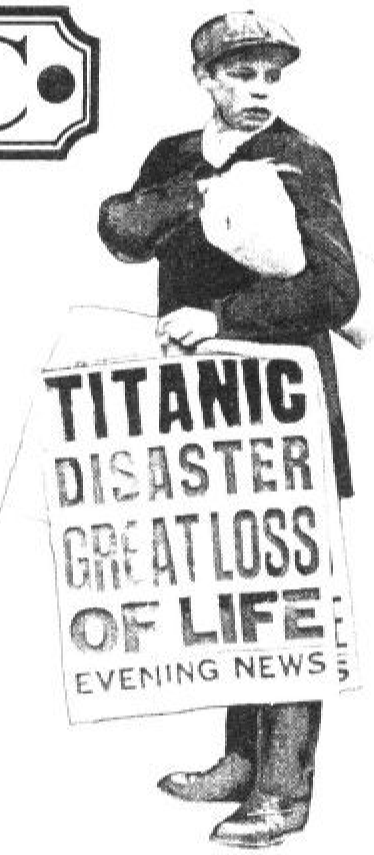
Overall *Starstrike II* is a nice looking, well presented and thought out game — but it needs to be faster.

● Graphics	8
● Sound	7
● Value	7
● Playability	7

• CONTINUES ON PAGE 27 ►

- **Machine:** CMB 64
- **Supplier:** Electric Dreams
- **Price:** £9.95

R.M.S. TITANIC



The world's most famous wreck is the subject of this novel new release from Electric Dreams — the company based in Southampton, the port which RMS Titanic sailed from on her doomed maiden voyage.

Your job is to raise the wreck. Sounds simple, but this addictive game involves solving over 100 problems — some with tortuous multi-level solutions.

At 2.20 am on April 15th, 1912, the greatest passenger liner in history struck an iceberg and sank beneath the Atlantic taking with her 1,500 passengers and crew. The disaster has gripped the world ever since. Rumours of her precious cargo have inspired many to think about a salvage bid. And have thus inspired this new game.

As the owner/director of the Titantic Salvage Company, your sole aim is to raise the mighty Titantic from the sea bed. To aid you in your mission, your research and development department has produced the T.S.1 an advanced deepwater submersible.

To finance this epic voyage you have convinced some rich and powerful sponsors to back your venture. However, money is in short supply and you will have to raise more during the expedition.

There are a number of ways to accomplish this: favourable reports in the newspaper may lead to an increase in sponsorship; pleasing the reporters could result in cash gifts; objects found in the Titanic may be sold.

Your well equipped mothership is bobbing about on the Atlantic almost two miles above the watery grave of the world's most famous cruise liner.

On a previous unsuccessful salvage mission an automated submersible attached eight flotation bags to the hull of the Titanic. Due to a fault in its memory, the positions of the bags were not recorded.

The object of your search is to locate the eight buttons that will inflate the bags and bring the Titanic back to the surface for the first time in over 70 years.

There are four main screens featured in the game. There's the Calendar Screen which contains a calendar — of course — and icons which allow you to access other areas of the game. Like the Press Room, the Finance Room and last but by no means least, the screen which displays the interior of your salvage-sub.

The Calendar screen merely displays the month and date — just to give you an idea of the passage of time. There's no limit to the game by the way. You can keep going as long as you have enough money to finance your activities. The icons along the top of this screen are your gateway to other parts of the game.

Your activities in the Press Room are of vital importance to your finances. You must answer the questions put to you in the manner you judge the most likely to satisfy the particular publication.

Press conferences may be called by you or by the press in which case the mother ship will send a message down to T.S.1. You do not have to attend a conference, but if you don't, reporters are likely to invent a story. Should you call your own conference there is no guarantee that any reporters will attend.

Once a conference has been called and attended you will see a number of reporters on television screens in front of you. One of them will then address you by identifying his or her newspaper and then asking a question. You then decide who will hear your reply — either one reporter or all of those present.

You can please the press by sending back photographs of your finds using your subs on-board camera. Some pictures please certain papers more than others however. For example *the Stun* really loves the picture of the whalebone corset you'll discover in the stewardesses room! But be careful — some pictures, if published, could offend some of your sponsors. Which brings us neatly to the Finance Room.

In the Finance Room you are given information on the current state of your bank balance and receive from your sponsors their feelings on your progress. These feelings will be expressed as an alteration to their weekly contribution to the salvage operation.

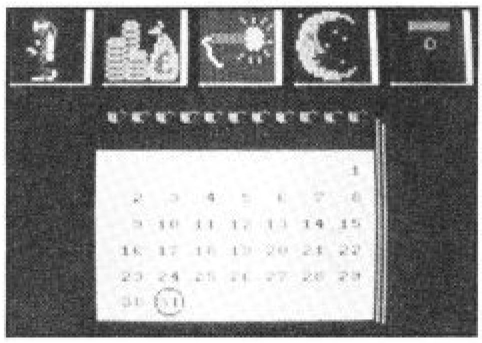
The Finance Room is entered by selecting the appropriate icon from the Calendar Screen. Inside the room your current balance, a list of your sponsors and their weekly donations, an analysis of repair costs and repair time for the last dive and a monitor for receiving messages are accessible.

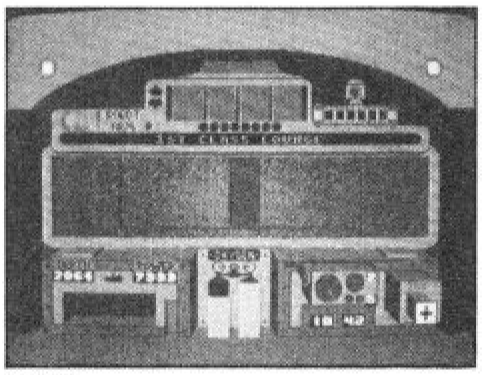
Messages may be received from your sponsors or from your accountant.

You can call a sponsor in order to request more money by selecting the telephone icon. Then use the joystick to light the picture of the sponsor you wish to contact and press the fire button.

Whether or not the sponsor grants your request, or even replies, depends on many factors. It is definitely *not* recommended that you make requests too often!

Selecting the "dive" icon from the Calendar Screen puts you in T.S.1 ready for the descent. You will see a play of the Titanic in the viewscreen. The first thing you must do is select one of five possible entry

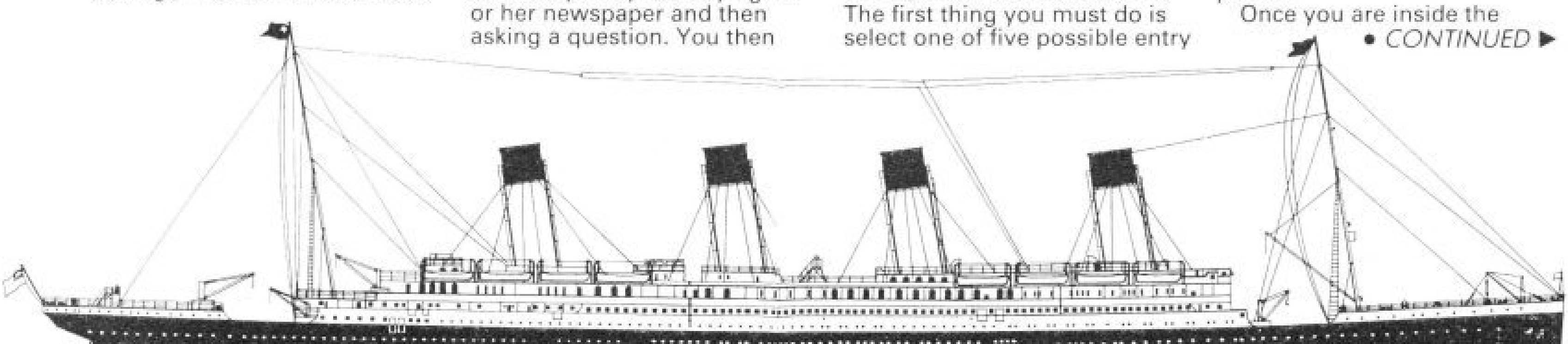




points.

Once you are inside the

• CONTINUED ▶



•R.M.S. TITANIC•

Titanic you may begin to move around and explore. You will notice that some walls have doors in them. Open doors are filled whilst locked doors are in outline only. In order to move though an open door, position your submersible in front of the door and press the fire button. If you try to move through a locked door, or if you miss the open door, T.S.1 will hit the wall causing damage and loss of power. The sub has a self centring device and you will always finish up in the middle of the next room.

In certain rooms you will be able to move up or down between the decks.

Each time you enter a room its name or purpose will be displayed on the message screen. There is no need to enter the room to discover its name or purpose. You can use the on-board scanner.

Locked doors may only be opened by solving problems. Problems may be solved by manipulating the objects to be found in the Titanic. The objects required to solve a problem and the room in which the problem must be solved are all linked together in some way.

It may be sufficient to drop two objects near to each other in a certain room, some objects combine to produce more objects when brought into contact in the correct room, other objects merely need to be touched to produce results. It is up to you to discover the correct way to open the doors and progress through the Titanic to your goal.

How ever strange some of the objects you come across within the rooms of the Titanic's five main decks they were actually part of the ship's real cargo when it sank. Even odd items like a Mechanical Camel!

The graphics depicting your view of the ship use a novel approach. You have to illuminate the room with your sub's light which gives a sort of "snowstorm" appearance to the rooms. As your power runs down it gets harder to see and, unless you move quickly, you could end up trapped and require an expensive rescue. You can also drop sonar buoys around the wreck which will help you work out your position in an emergency.

Occasionally you will need the help of your laboratories on board the mother ship to solve problems. The labs can examine, combine or repair objects sent to them.

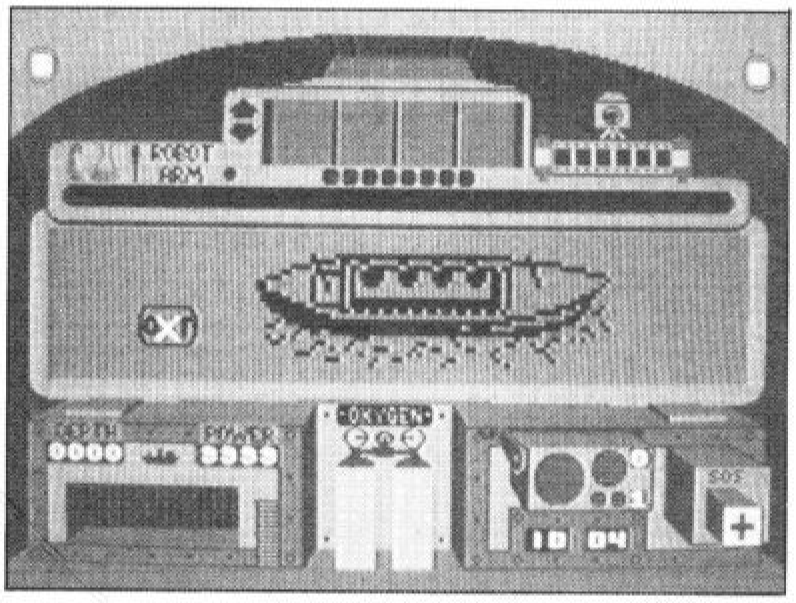
The sub's robot arm is your means of manipulating objects. It is very sensitive and rather delicate, so be careful with it.

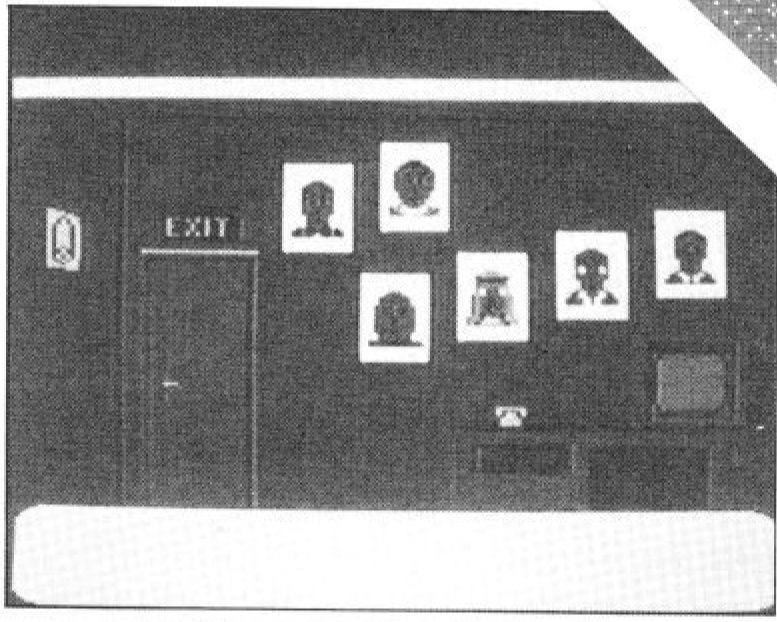
If you wish to grasp an object you must position the open jaws of the robot arm around the object and then close them. When you do this the name of the object will appear on the message line. Not all objects may be picked up, some are too heavy for the robot arm whilst others are fixed to the Titanic in some way.

Some of the problems are distinctly humorous in a crossword sort of style. The message window on the dive screen which describes objects will often give you clues to what they are useful for.

You'll need arcade and strategy skills to succeed in this game. And be prepared to spend some time on it. An expert with all the clues at his disposal takes around six to seven hours to complete the game.

Titanic is a very playable, entertaining and stimulating game. If you enjoy a challenge, don't miss it. One of the best Electric Dreams releases yet.





C+VG HIT!

- **Graphics** 9
- **Sound** 7
- **Value** 9
- **Playability** 9

C.O.R.E.

- **Machine:** Spectrum
- **Supplier:** A'n'F Software
- **Price:** £8.95

Is this Mission Impossible? Distress signals have been received from Eroc 1, a deep mined asteroid settlement. An alien attack is suspected.

Enter Commander Andrew Angello under orders to find out what has happened. But on arrival at the Asteroid, he finds all 720 service personel are dead. But why?

Angello's only hope of finding out is to find the biological memory cells left on the asteroid, and re-assemble the parts to re-create the colony's memory.

By returning the complete "memory" to the mothership, a suitable defence strategy can be found to combat future alien attacks.

There are many objects to be found which prove handy for Andy. There are a number of tools, — some hidden, some buried, — which will help him.

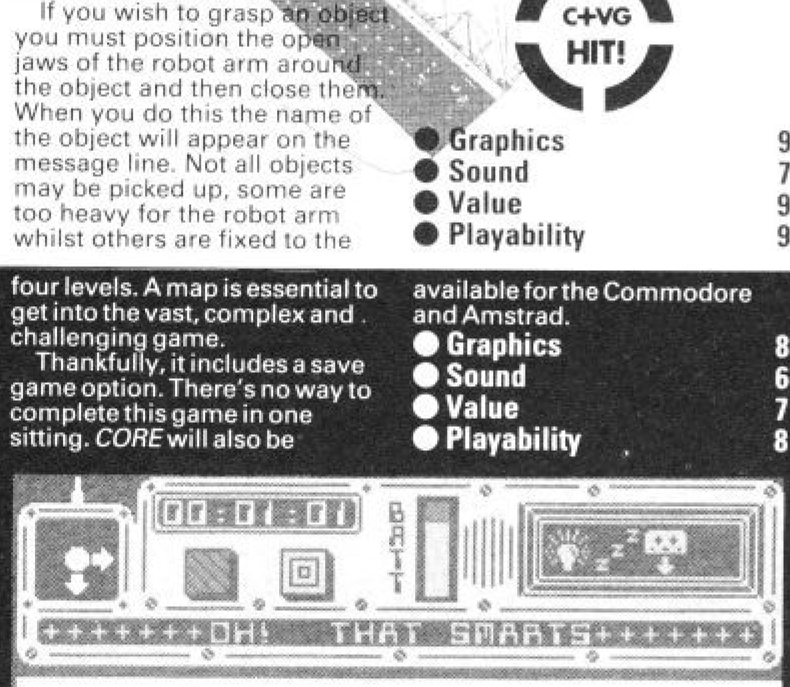
Andy can travel around the mines by walking or using the anti-gravity lifts or teleports.

A display panel at the top of the screen shows direction, time and power. Descriptions and verbal prompts are also shown.

There are more than 1,000 locations in the game, split into four levels. A map is essential to get into the vast, complex and challenging game.

Thankfully, it includes a save game option. There's no way to complete this game in one sitting. *CORE* will also be available for the Commodore and Amstrad.

- **Graphics** 8
- **Sound** 6
- **Value** 7
- **Playability** 8



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ALTER EGO

● **Machine:** CBM 64
● **Supplier:** Activision
● **Price:** £24.99

I'm so cut up I can hardly write. I've just gone through a particularly traumatic and painful divorce — yes, it was my fault — and my life is in ruins. Still, perhaps I can make a go of my next marriage. After all, I'm only 90 and the golden years are still ahead of me.

Alter Ego, Activision's brilliant, original and totally addictive role-playing game, gives you life as it is lived — or rather life as you might like to live it.

At some stage everybody wonders "What if I had done that?" or "If only that had happened". In real life you'll never know, but *Alter Ego* gives you the chance to find out.

It allows you to work through seven stages of life — birth and infancy, childhood, adolescence, young adulthood, middle adulthood and old age. All the time you can make decisions — sensible or stupid — and then learn to live with the consequences.

In the *Alter Ego* life stages you can experience the following: Birth and Infancy — love and support from parents, ways of getting attention, controlling aggression, learning to crawl, walk and sleep.

Childhood — moves towards independence, school, making friends, opposite sex relationships.

Adolescence — peer group acceptance, dating, career decisions, money, rebelling against authority.

Young adulthood — career, opposite sex relationships, buying a home, marriage decisions.

Adulthood — long term relationships, toleration, job and marriage stresses, children, illness.

Middle adulthood — family problems, raising children and career.

Old age — physical problems, illness, death.

Before starting the game you can select a "personality profile" by answering a series of True of False questions. If you want, the computer will select it for you. The profile cannot be changed once the game is in progress and it forms the basis of how the computer monitors and reacts to your moods, actions and decisions.

The game can be started at any life stage you want, but whatever that is, one thing is certain — you are going to get older. You can't be a child or teenager forever. In real life there are no Peter Pans.

The game is controlled by a series of icons. Selecting these puts you in a variety of situations, problems and circumstances.

The symbols are: Social: This covers etiquette, manners, making friends and social skills.

Intellectual: Test your knowledge and commonsense. Questions asked in this section are very American biased. You could end up looking very dumb.

Emotional: Covers calmness, confidence and expressiveness.

Physical: Self-care and physical health. Avoid drink and drugs for a high rating.

Familial: Experiences with mother, father, brothers and sisters.

Vocational: The joys and problems of work.

High School: Experiences about the so called "best days of your life".

Risks: Are you sensible or stupid? Take a risk and reap the consequences.

Relationships: Make or break dates, find romance and perhaps a mate for life.

Work: One of life's necessities. Find the right job, for success and happiness.

College: Educational fun or misery.

Major Purchase: Flash your cash on homes, cars, boats and other material goods.

Marriage: Settle down to a life of marital bliss, or will it end in divorce?

Family: How will you cope with a bouncing bundle of joy?

There is also a screen on which you can continually check your status throughout the game.

As the game progresses you literally build up an *Alter Ego*. The experiences are very realistic and, in some cases, quite explicit.

For instance, everyone knows young children should not get into cars with strangers no matter how nice they appear. But what if . . . ? Want to try? The result is you are tortured, killed and your body is never found. Life can be nasty and *Alter Ego* reflects it.

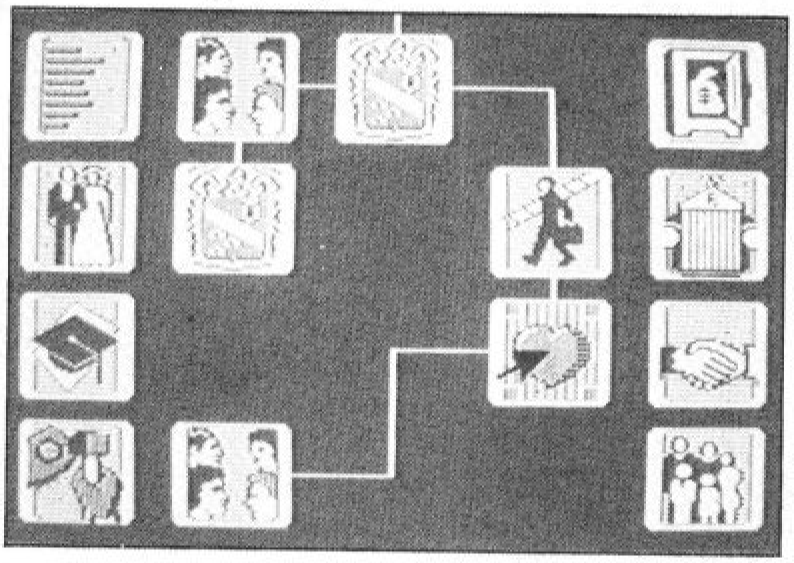
Alter Ego also has some sexually explicit experiences. But there is an option for you to not answer these (but I bet you all do).

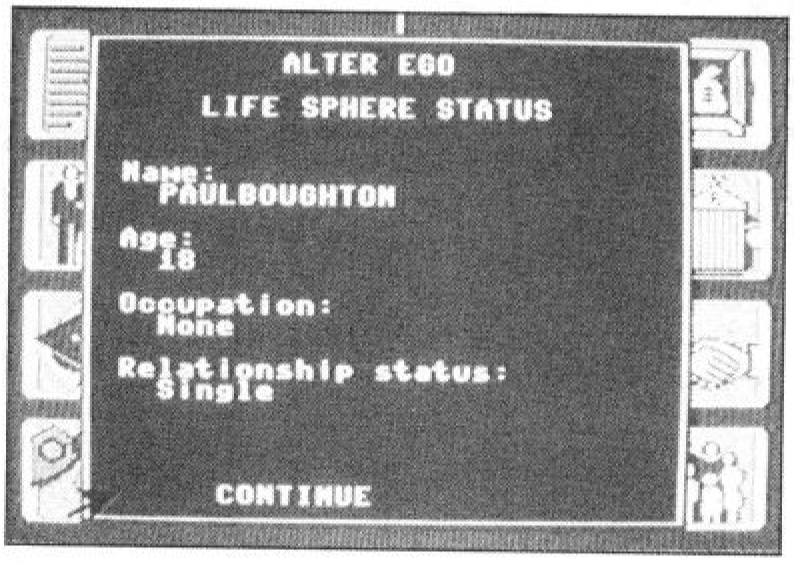
The *Alter Ego* under review was a Male version but a Female oriented one is also to be released. The game is intriguing, enthralling, funny, witty and thoroughly enjoyable game. Peter J Favaro, the man who conceived and created it, deserves the highest praise.

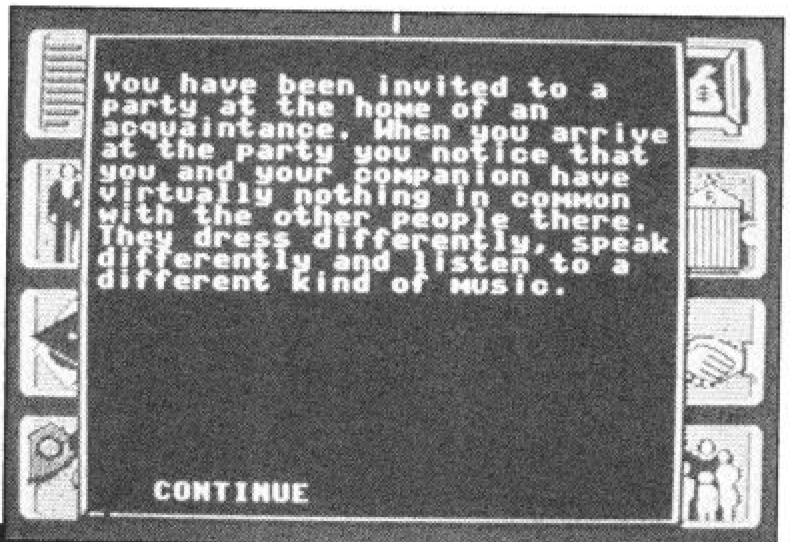
Right, how can I propose to what I hope will be my next wife? Over dinner?

And when my alter ego reaches the end of its days I'll probably look back and say: "Regrets, I had a few — but I did it my way."

● **Graphics**	N/A
● **Sound**	N/A
● **Value**	9
● **Playability**	10







► CONTINUED FROM PAGE 28

Now on 2 floors!

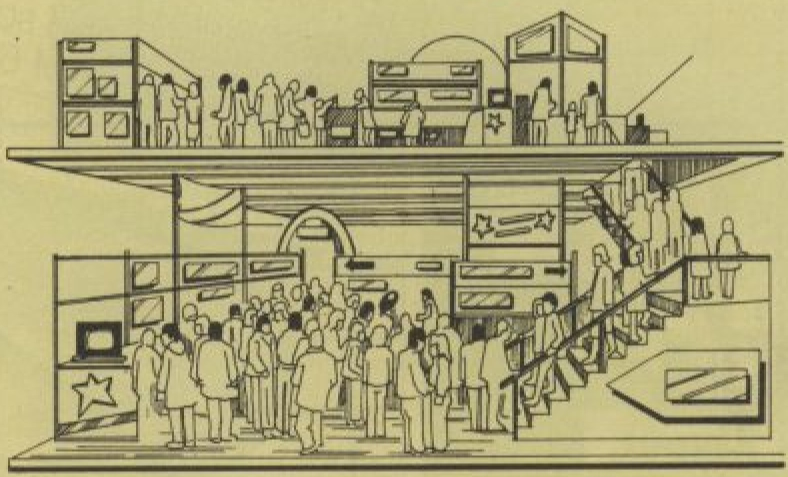
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THE COMET GAME

● **Machine:** Spectrum
● **Supplier:** Firebird
● **Price:** £7.95

There seems to be an unhealthy obsession with germs developing at Firebird. First there was *Gerry the Germ Goes Body Poppin'* and now germ bags in space.

Add Halley's Comet and what do you get? Yes, it's *The Comet Game*, Firebird's latest in the hot range, and an almost topical game (well, Halley's Comet has now disappeared from the Northern Hemisphere).

The bad news is that toxic germs, lethal to all life on earth, has been identified on the comet, and with huge lumps of ice travelling towards earth at 200,000 kilometres an hour, that spells bad news.

Your mission is to get to the comet, fly low and fast over its surface and blast the deadly germ bags into oblivion.

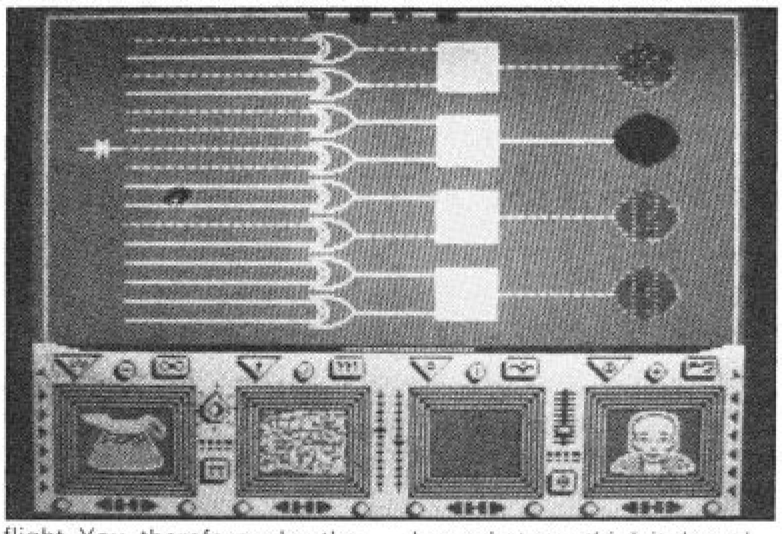
The pilot of the space craft sent out to intercept the comet is in suspended animation for the duration of the flight. You, therefore, play the part of the ship's computer, which must look after the pilot, cope with various emergencies which crop up — such as the Interplanetary Safeguard System which can be activated causing other planets to launch missiles at you.

If you make a rendezvous with the comet, the ship is placed in a low orbit and it's time for a spot of zapping at the germ bags.

Included in the flight to the comet is the intriguing coffee game. The pilot's well-being level must be kept as high as possible by drinking coffee.

This part of the game involved the unlikely command P. It does what you think it does. I didn't, and the pilot's bladder burst. It's an awful way to go.

There's nothing particulary wrong with *The Comet Game*, but then again, there's nothing to get really excited about.



● **Graphics** 6
● **Sound** 6
● **Value** 6
● **Playability** 6

● **Machine:** Amstrad/ Spectrum
● **Supplier:** Mikro-Gen
● **Price:** £7.95

If you've got an Amstrad and you haven't got a copy of *Equinox* from Mikro-Gen, you must be stark, staring mad! Simple as that. *Equinox* is the best thing this side of *Sorcery*.

It's the first major project for new programmer Raffaele Cecco. And it looks as if he's got a bright future — as bright as the excellent graphics featured in the game.

In the interminable depths of space, Asteroid Sury-Ani 7, floats majestically in a 400 hundred year orbit.

Radio-active canisters that were due for disposal now lie exposed in Sury-Ani 7's mining complex. The human inhabitants have now departed and only you — a disposal droid — remain to dispose of the canisters before they become critical and annihilate the whole complex.

Asteroid Sury-Ani 7, rich in minerals, has been hollowed out into a huge mining complex. The complex is sectioned into eight levels.

Gaining access to the different levels is achieved with numbered level passes.

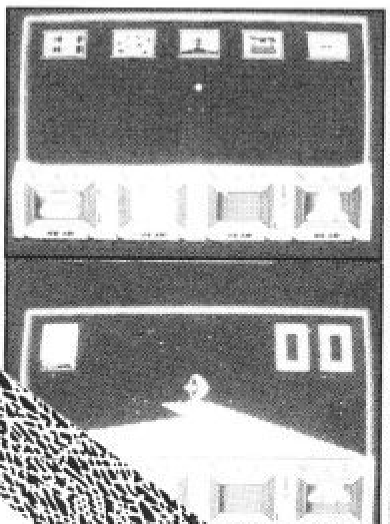
In order to obtain canisters and level passes, your dedicated disposal droid must use various tools, machines and components which are scattered around the complex.

You'll need to be able to survive the harmful aliens on each of the numerous levels, and collect a pass on each one.

You begin the game with three lives and any contact with an alien will reduce your energy, prolonged contact with an alien will result in the loss of one of these lives.

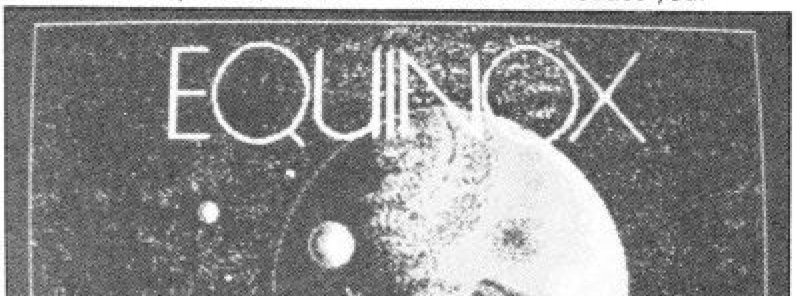
Each level contains a canister, Disposal Chute and Level Pass. You will have to collect the level pass in order to access the next level. As you search each level for these items, your time will elapse.

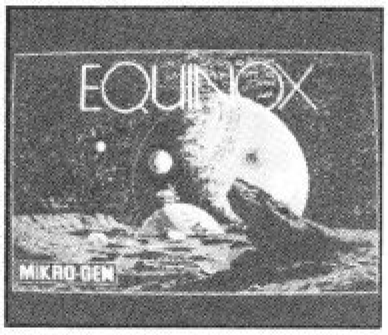
To enable you to find the Radio-Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level.



The unusual combination of arcade adventure and shoot 'em up had this reviewer hooked right from the start.

But blasting everything in sight won't get you very far. You have to learn the right combination of objects.



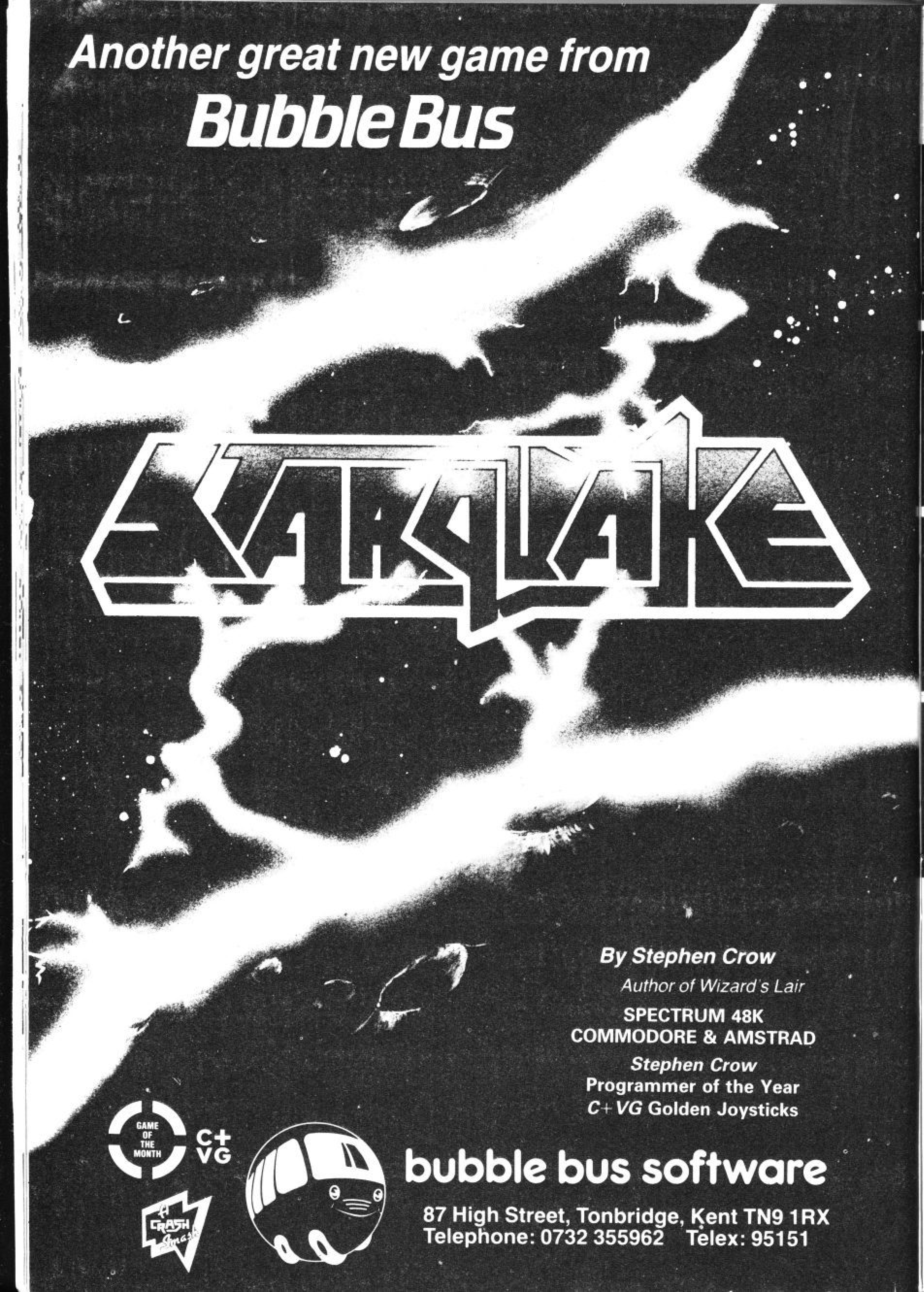


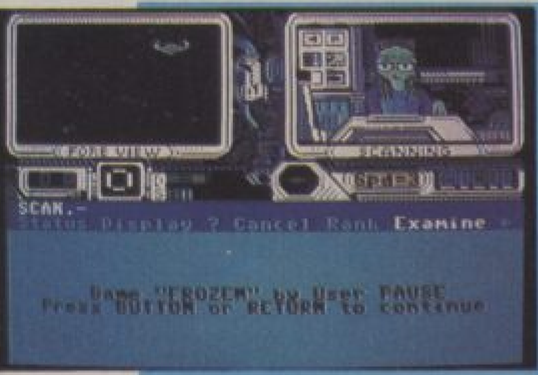
● **Graphics** 9
● **Sound** 8
● **Value** 9
● **Playability** 10

C+VG HIT!

► CONTINUED FROM PAGE 30

● CONTINUES ON PAGE 35 ►


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PSI 5 TRADING COMPANY









● **Machine:** CBM 64
● **Supplier:** US Gold/ Accolade
● **Price:** £9.95/£14.95 disk

It's the 35th Century and space pirates and marauders have almost brought the Parvin Frontier to the brink of starvation. Supplies must get through to the settlers and entrepreneurs who are exploiting the rich mining deposits in this wild space frontier.

As the captain of a starfreighter belonging to the *PSI 5 Trading Company* you must make sure supplies get through.

First you have to choose your course, cargo and payment for the job. The higher the price for the job, the more danger and difficulty you'll face.

Next you have to get a crew of five together. They are a weapons expert, chief engineer, repair expert, navigation officer and scanner. The crew can be selected from 30 different applicants, each with his, her or its own identity.

The faces of the six candidates for each department are displayed on the screen. You can check each one's name, age, qualifications, background and experience. But make a wise choice. Each crew member will react differently under pressure.

As Captain you sit at the starfreighter's console. The ship's view of space — either fore or aft — is displayed in a window at the top left-hand corner of the screen. Another window at the top right displays the various crew members and their departments.

The bottom half of the screen is taken up with a vast amount of information about the ship and messages from crew members are flashed up on screen.

As the starfreighter sets out on its hazardous journey, it's not long before hostile ships are launching an attack.

Not only must you monitor all the controls but also keep in constant contact with all departments, issue orders, react to crises and above all KEEP CALM, even when your crew are panicking.

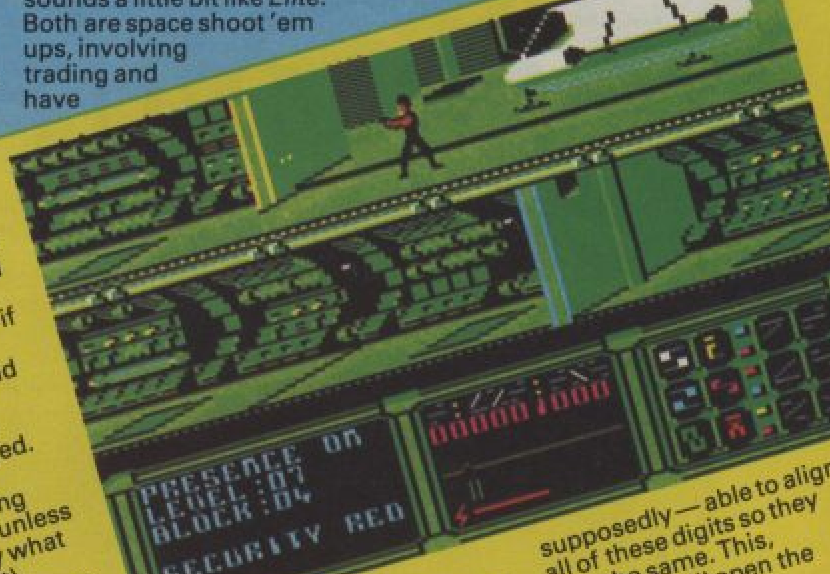
PSI 5 Trading Company sounds a little bit like *Elite*. Both are space shoot 'em ups, involving trading and have elements of an adventure game.

But graphically they are quite different. However, both are fiendishly difficult to play and vastly entertaining.

C+VG HIT!

● Graphics	9
● Sound	9
● Value	9
● Playability	10





● **Machine:** CBM 64
● **Supplier:** Ocean
● **Price:** £8.95

This, according to Ocean, is "an all out attack" by the little green men from our favourite TV series. Just in case you were one of the few people "unfortunate" enough to have missed the show, the plot is utterly elementary.

Far, far away, there was a planet which was inhabited by green creatures with an enormous appetite. After a couple of thousand years of munching away, the food suddenly ran out. Not being the sort of race to go without elevenses, the lizards decided to go out for a meal. Trouble is, "out" is Earth, and the human race the main course!

You take on the role of Donovan — reluctant hero and leader of the infamous resistance organisation. Being the hero type — however reluctant — you decide that it'd be a fairly reasonable idea to get onto the aliens' mother ship and disable it.

The game has some good — if not exactly attractive — graphics, and some nice sound effects.

The first obstacle had this reviewer thoroughly stumped. You begin the game stuck between two yellow flashing walls, and there you stay, unless you can figure out exactly what you have to do. (I couldn't).

On the lower half of the screen is a panel displaying various special functions and messages. This is really the crux of the whole game. By using the joystick to select certain icons, you can break the security codes which keep doors locked, and operate the bomb timing devices.

The problem is that the icons don't have anything as helpful as a diagram of a bomb on them. Instead, they are made up of letters from the "V"-ian alphabet. This made everything rather less accurate than trial-and-error.

The thought of the Editor finding me in such a sorry position gave me enough courage to phone Ocean . . .

Apparently, by moving to a certain icon, and pressing the fire button, you enter a "security mode" You are then presented by a series of seven digits. By using the joystick in another strange way, you are — supposedly — able to align all of these digits so they look the same. This, hopefully will open the door.

If you are a code-cracking type of genius, you'll probably enjoy the game.

● Graphics	8
● Sound	7
● Value	6
● Playability	5

► CONTINUED FROM PAGE 33

● CONTINUES ON PAGE 37 ►

BBC BBC BBC BBC BBC BBC

ASTRO PLUMBER

● **Machine:** BBC
● **Supplier:** Blue Ribbon
● **Price:** £2.50

Astro Plumber is one of four new games from Blue Ribbon which, together with a drawing program, are also available together on a disk costing £9.95.

In *Astro Plumber* you must fly around a cavern sealing leaks in the air pipes with your plasma laser gun. You mustn't run out of air or fuel in the process, and you have to dodge the hostile inhabitants of the cave.

You aren't told which keys control the game and you're likely to lose several lives while you work out that in addition to right, left, up and down you can also jump pressing Return, and that leaks are sealed using Shift.

It's not an easy game to play. You have to work out your route round each screen carefully and you run very quickly out of air.

But the graphics are only average and it's the sort of arcade action you've seen many times before. Frankly, even for £2.50, it's dull.

● Graphics	7
● Sound	6
● Value	7
● Playability	7

RAVAGE

● **Machine:** BBC
● **Supplier:** Blue Ribbon
● **Price:** £2.50

You are innocently cruising through space, doing no harm to anyone, when suddenly your scanner warns you that spaceships are approaching fast. You look ahead and see them soaring towards you. In another second, fireballs are hurtling straight at your ship . . .

In this relaxed space adventure, you choose your own level of play, from dead easy at level 1 all the way up to fast and furious at 9. You can also choose your own keys, although you will probably feel most comfortable with the default keys: , /, Z, X and Return.

In the slower modes, you virtually have to go out and find the hostile spaceships by looking for them on the scanner then steering towards them. Once in sight, you must manoeuvre until they are centred in your gunsights, then you hit Return to fire and destroy them.

● Graphics	8
● Sound	7
● Value	8
● Playability	8

JOEY

● **Machine:** BBC
● **Supplier:** Blue Ribbon
● **Price:** £2.50

Joey is a kangaroo at considerable risk from aggressive aboriginals throwing boomerangs at him and nasty things (which look like more of Blue Ribbon's favourite moving eyes) roaming at large.

Joey can fight back by hopping about the screen destroying boomerangs. The game can be played at slow, medium or fast speed, and you can choose to start at any of the nine screens.

According to Blue Ribbon, once you've completed all the screens, boulders start to fall, but I used up my five lives before I could find out exactly what this meant.

The graphics are only average, except for Joey, an endearing little chap who hops and scurries about the screen in a very kangaroo-like way and looks at you with reproachful eyes and despondent flattened ears when he loses a life.

● Graphics	8
● Sound	7
● Value	8
● Playability	8

BBC BBC BBC BBC BBC BBC

10 COMPUTER HITS VOL II

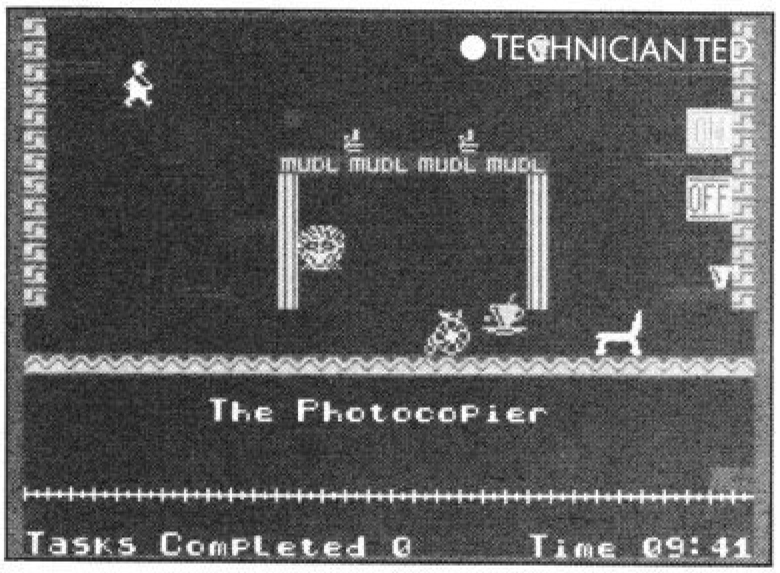
● **Machine:** Amstrad
● **Supplier:** Beau Jolly
● **Price:** £9.95

Realtime, Tasket and Hewson are just three of the famous names on this, the second, Computer Hits tape. The Amstrad machine have been starved of good games lately, but this stops that.

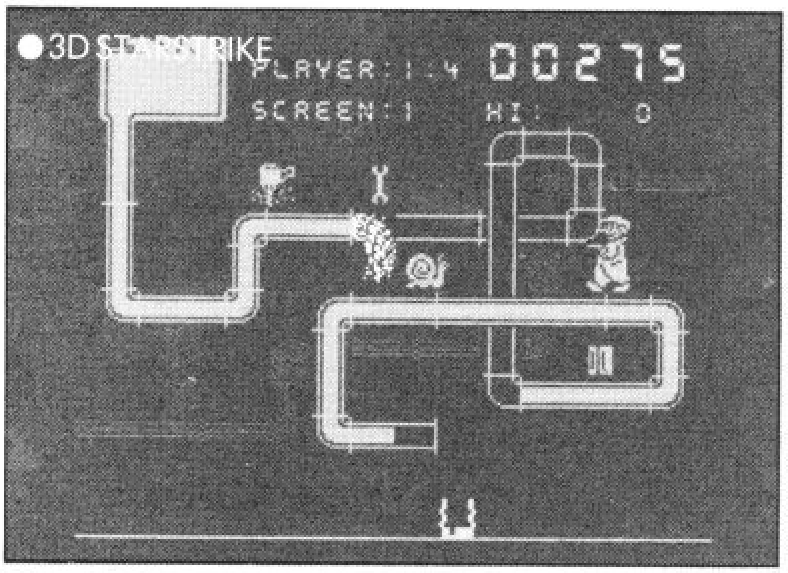
The games on this double cassette pack are: 3D Starstrike (Realtime), Super Pipeline II (Taskset), Technician Ted (Hewson), Android II (Vortex), Mutant Monty (Artic,) Codename MAT (Micromega), Moon Buggy (Anirog), World Cup (Artic), Gauntlet (Micropower), and last but not least Fantasia Diamond (Hewson).

A real bargain even if you don't like some of them. But ten games for £9.95 isn't bad, is it?

● Graphics	n/a
● Sound	n/a
● Value	10
● Playability	10



● TECHNICIAN TED



● 3D STARSTRIKE

► CONTINUED FROM PAGE 33

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REALTIME GAMES SOFTWARE LIMITED

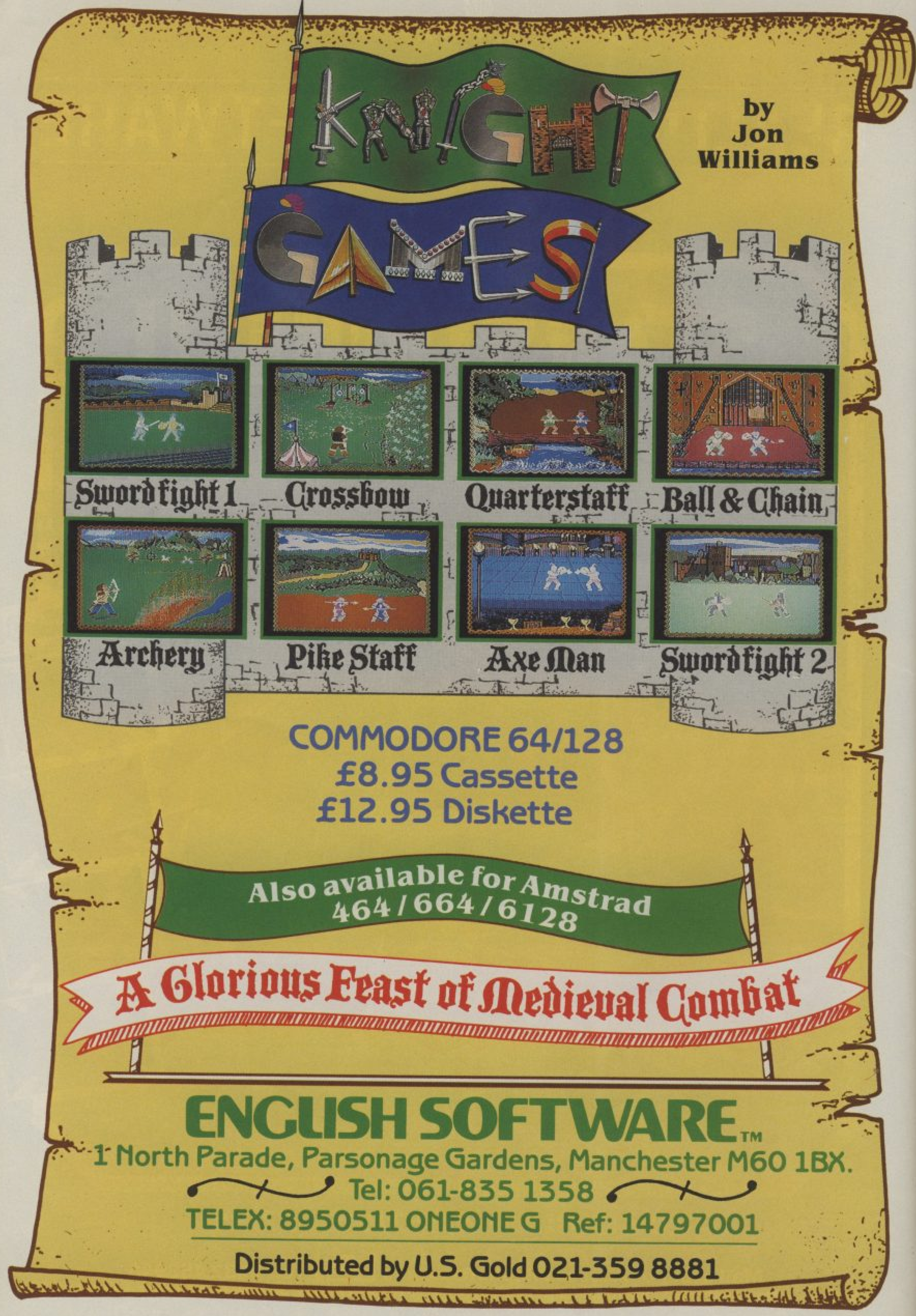


SPECTRUM / AMSTRAD £7.95

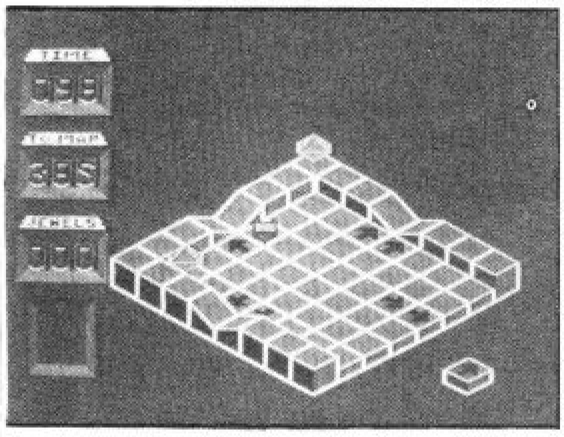
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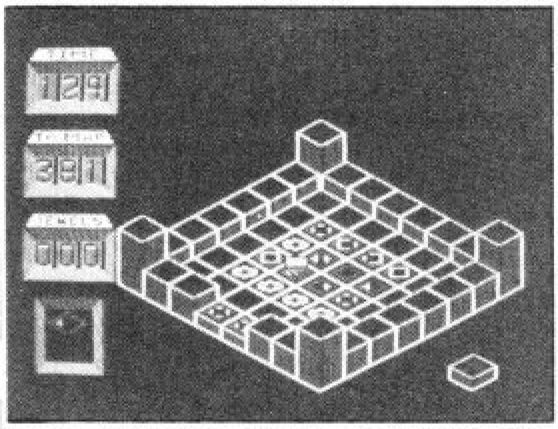
Cheques, P.O.s payable to: Realtime Games Software Ltd., Prospect House, 32 Sovereign Street, Leeds LS1 4BJ

Send for product list for: Spectrum ★ C64 ★ Amstrad ★ QL


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SPINDIZZY





● **Machine:** CMB64
● **Supplier:** Activision
● **Price:** £9.95/£14.95 (tape/disc)

Spindizzy was originally an Amstrad only release. Now, though, Paul "Confuzion" Shirley has converted the program for the 64 and Spectrum. An off-shoot of the popular Marble Madness style game found in arcades, *Spindizzy* provides fast and furious stick-waggling, along with some fairly sticky "lateral thinking" problems!

After loading, the screen displays a list of options; such as fast or slow movement and one or two players.

You are Gerald the Upside-Down Pyramid — honestly! However, you can transform youself into a pink ball or gyroscope at a touch of the "I" button.

Your aim in life is to collect as many jewels as possible. They are scattered all over a bizarre land, made from blocks, wafer-thin water and lots of traps! Everything is against the clock.

A useful feature, which could easily have been omitted, i.e. the way in which you can change your viewpoint. The screen is presented in much the same way as the familiar Ultimate layout; a view from a point slightly above and away from the action. As there are so many different types of room — many with a large and complex arrangements of blocks inside — it's extremely helpful to be able to check the situation from four angles.

When your character dies, it will re-appear on the last block you reached safely. This makes game play a little easier; when you are trying to negotiate a sticky corner, nothing is worse than having to complete the first half of a puzzle every time you die, before having another attempt at the troublesome part!

In a frantic attempt to get out of trouble, you may be tempted to use the incredible acceleration offered by the fire button.

The maze — which can be viewed from the "map" option — contains lots of puzzles, including lifts, jumps and the rather wonderful lakes. There are rooms which sit atop a deep blue "sheet". They're probably the toughest part of the whole game, as precise movement is essential if you're going to make it through.

Spindizzy is a great conversion. With the interest of a decent challenge, and entertaining game-play, it should be a hit.

● **Graphics**	8
● **Sound**	6
● **Value**	7
● **Playability**	9

KIREL

● **Machine:** Spectrum
● **Supplier:** Activision
● **Price:** £8.95

After a relatively quite time, Addictive Games are back on the scene with the excellent *Kirel*, a nifty 70 screen, three dimensional arcade offering.

Sources at Addictive say this is the first of what is hoped to be one new game released each month. If the same standard is kept up it should be an interesting summer.

The idea is to move Kirel, a cute little chap, around the screens to find the transporter networks, grab energy supplies and defuse bombs.

By moving blocks around, Kirel can build staircases, move obstructions, and make holes to enable him to exit from the screen and onto the next.

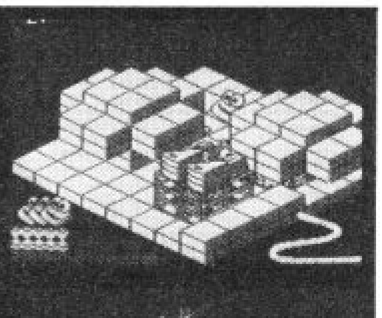
There are various objects Kirel should collect.

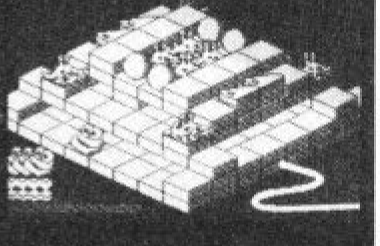
Cakes help him to destroy monsters, arrows give him extra bridges, sweets and bags of sugar restore stamina and collecting balls give extra time.

But beware the stamina-sapping monsters which infest the screens, and the pyramids which are impassable.

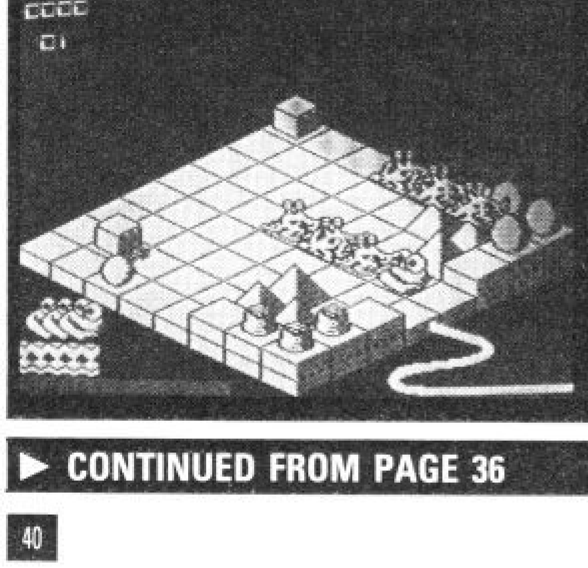
A nice part of the game is the way you can rotate screens through 90 and 180 degrees. Pressing the space bar finds Kirel for you (assuming you've lost him).

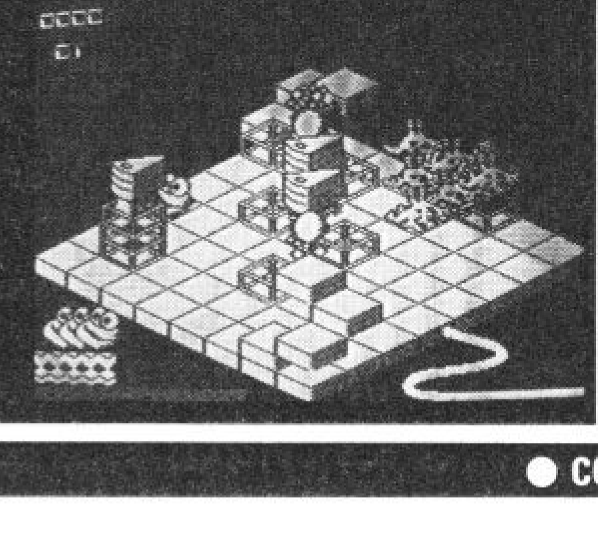
The screen layout is clear and uncluttered. The screen number is in the top left corner and block indicator top right. Lives, cakes, bridges and energy levels can be found in the bottom left hand corner. The squiggly line coming from the main graphics is the time fuse.





● **Graphics**	8
● **Sound**	6
● **Value**	8
● **Playability**	8





HOCUS FOCUS

● **Machine:** Spectrum/C64
● **Supplier:** Quicksilva
● **Price:** £8.95

After producing the highly successful *Max Headroom*, Electronic Pencil split up and a new company emerged, Binary Design.

This is Binary Design's first that I have seen and it's all about Jeremy the 'Glowing' punk reporter. The basic idea is that the paper you work for, called the "Shocker," hasn't had a great story for weeks, so when the Ed hears about a nutty Professor's inventions, he sends Jeremy out.

Simple? Oh no, because the Professor has created some mutants which try their best to hinder your quest by pinching your film. This means you have to go back to the darkroom, reload your camera and start again. But, you don't seem to be told when your films have gone, so it makes it a bit harder.

The graphics in this game made by eyes pop out. Good? No, terrible. The punk looks more like a mutant than the mutants do.

Overall this game is not what I expected — it looks like something that was written in 1982 rather than 1986.

● **Graphics**	6
● **Sound**	5
● **Value**	4
● **Playability**	5

► CONTINUED FROM PAGE 36

● CONTINUES ON PAGE 43 ►

CAULDRON II



Hubble Bubble! The Pumpkin is back and looking for trouble! Yes, the long awaited follow up to *Palace Software's Cauldron* is out now on the 64 — with other versions following along soon. You can read the review elsewhere in this issue — and we've got a special pull out poster map of the game next issue — but right here and now we're offering you the chance to win a VERY special *Cauldron II* prize.

This is an amazing thing. It comes in the shape of a golden Pumpkin mounted on a nicely polished wooden base with a plaque, which could soon be engraved with YOUR name if you're our overall winner. The overall winner will also get a Windsor and Newton acrylic paint kit complete with brushes.

There will be other winners in three different age groups, Under-10, 10-15 and 15 and Over. These lucky people will also get a Windsor and Newton outfit. 20 runners-up will get the special Palace Software package — containing *Cauldron* and *Cauldron II*.

What do you have to do to win one of these amazing prizes? Simple. Just draw or paint us a scene inspired by the *Cauldron* games. There's only one rule — you've got to get a Pumpkin into your drawing!

The entries will be judged by *Steve Brown*, the man who created the model for our front cover, designed the graphics for the *Cauldron* games AND who uses the very same Windsor and Newton paints the winners will be getting.

Closing date for the contest is June 16th, normal C+VG rules apply and the editor's decision is final. DON'T forget to fix the entry coupon to your entry, tell us your age, and what computer your own. Now get on with it!

C+VG/PALACE SOFTWARE CAULDRON COMPETITION

Name____________________

Address____________________

____

Age____________________

Computer owned (tick box)

Spectrum ☐ Amstrad ☐ C64 ☐

ACTION! ACTION! ACTION!

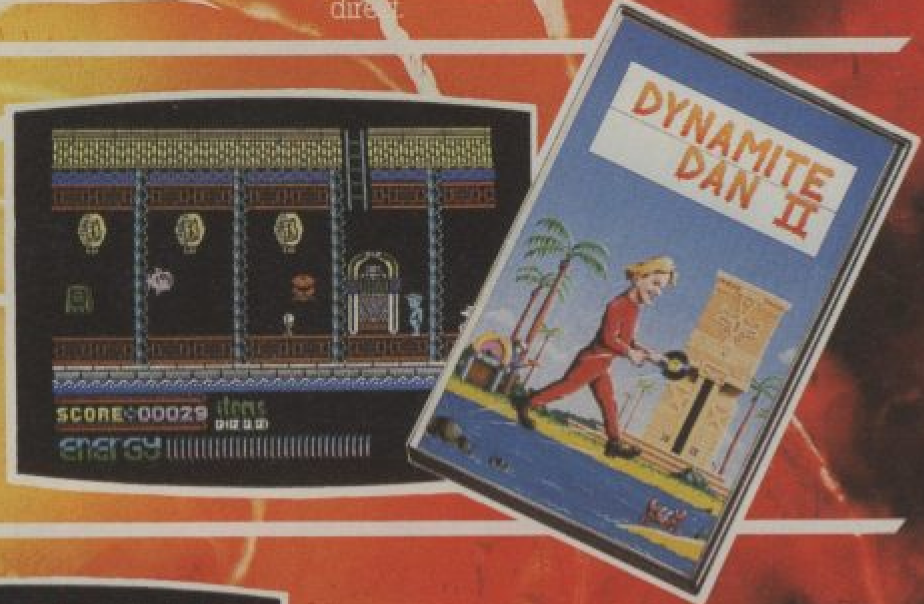


Biggles

Packed with all the action and atmosphere of the movie, Biggles is a multipart game that'll keep you on the edge of your seat right to the end of your mission.

Spectrum · Commodore 64 · Amstrad CPC £9.95 tape
Commodore disk £12.95 · Amstrad disk £14.95

Biggles t-shirts, pilot's scarves, button badges and stickers available too – ask your retailer or call us direct.



DYNAMITE DAN II

Dynamite Dan's back – and how! There's 200 screens of challenging gameplay, simply crawling with intelligent aliens out to trap you, to keep you on your toes (which will be tapping like mad to the amazing music, too!)

Spectrum £7.95 tape



ACTION REFLEX

The brand-new, all action, Medusa label launches out with a real smasher! It's a frantic, multilevel. Beat the clock ball game – and where did you see that red-and-white chequered ball before...?

Spectrum £7.95 tape



STRIKE FORCE HARRIER

Fly by the seat of your pants at the controls of the Harrier, one of the world's most exciting combat aircraft. But beware of enemy ground and air attack as you battle your way to your ultimate target.

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organization, SAROS, gather their slender
resources into one last daring and foolhardy
mission to strike at the heart of the invaders'
home planet.
YOU are their last hope. Equipped with a forbidden
laser sword, your mission is to seek out the under-
ground resistance and piece together the vital code you
need to destroy the enemy. But time is running out and only
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EGGS OF DEATH

● **Machine:** Enterprise
● **Supplier:** Entiesoft
● **Price:** £8.95

The *Eggs of Death* aren't those horrible pickled things you see in pubs but are found in the hatching chambers of Mortuus Ova, the second stage of this game.

The first stage is getting down to the planet — Natch — and the aliens don't intend to make it easy for you. If you shoot the first one you're safe to proceed, but let it slip by and you face two of them. As each alien has a different attack plan it makes for a lively zap 'em up.

The chambers are the main course, a variation on the classic *Panic* as you run around trying to hammer hatching eggs, but instead of ladders there are sliding floor sections which can be moved in any of four directions to link levels.

There are also power doors but you can only recharge when a monster is about to emerge, and if it escapes, you'll have to dodge it as it leaves.

For dessert there's a *Defender*-style flight to the next chamber through the Rainbow Caverns, a sort of Jeff Minter candy stripe fantasy.

At last an original Enterprise game that really cuts it.

● Graphics	9
● Sound	7
● Value	9
● Playability	8

PHANTOM OF THE ASTEROIDS

● **Machine:** CBM 64/128
● **Supplier:** Mastertronic
● **Price:** £1.99

The plot of *Phantom of the Asteroids* is about as threadbare as they come. But the game is fun to play and the music by Rob Hubbard is great. For £1.99 it's got to be a hit.

But first the plot. An asteroid is hurtling towards the earth. Our precious planet is at risk. Your mission is to destroy the asteroid and the bloodthirsty phantoms which infest it.

To destroy this lump of space rock you must collect 36 crates of uranium which are scattered around. Once you have collected these in one place you have five minutes to reach the teleport to escape the ensuing explosion.

You control a spaceman through the cavernous asteroid, zapping the phantoms who attack you, and avoiding the three types of force wall which bar your way. Poisonous plants also lurk in the asteroid. Avoid them at all costs.

Energy and oxygen supplies are scattered throughout the asteroid.

Good fun, fair graphics and great music. *Phantom of the Asteroids* is a neat and cheap treat.

● Graphics	7
● Sound	9
● Value	10
● Playability	8

STEVE DAVIS SNOOKER

● **Machine:** BBC
● **Supplier:** CDS
● **Price:** £8.95

Snooker might, like darts, seem an unpromising subject for a computer game. How can you substitute screen and keyboard for table and cue?

Undaunted, CDS has come up with a pretty good attempt which retains the need for some basic skills, like an eye for angles and knowledge of the effect of top and bottom spin. It's not perfect — I doubt that any home comuter's graphics capabilities could cope with the fine angles of real-life snooker — but it's more than adequate for a computer game, and at the very least it teaches you the rules.

The snooker table, complete with pockets, and balls, is displayed on the screen. You have the option of playing against Steve Davis (The computer. Apt, don't you think?), a human opponent, yourself, or even setting Steve to play Steve.

Next, you select skill level (1-9), and table speed (slow, normal or fast). At the lower skill levels, Steve makes an astonishing number of foul shots, obviously assuming that as a beginner you need a bit of encouragement.

To play, you select the ball you want to hit with the cue ball and move a +, using the usual up, down, left and right keys, to the exact spot where you mean to hit it, after due consideration of all the angles. Then you select type of spin, the power of the shot, and press Space for fire! Off zooms the white ball, cannoning into your target ball, which, if you're a novice, promptly bounces off at a completely unexpected angle.

Then, if you're playing against 'Steve', you sit back and admire his well-judged and well-executed shot.

The normal rules of snooker apply, and there's even an option for making your opponent play again if he or she commits a foul stroke. The game keeps a running tally of both players' scores, plus the current break.

The graphics aren't bad, the balls knock against each other and off the cushion in a reasonably convincing manner, although the computer makes a sad job of the *clunk*! you would normally expect to hear.

If you're hooked on Pot Black but can't afford a table of your own, this is probably the next best thing.

● Graphics	8
● Sound	6
● Value	8
● Playability	9

IWO JIMA

● **Machine:** CBM 64
● **Supplier:** PSS
● **Price:** £7.99

The first thing which strikes you about *Iwo Jima* is the wonderful artwork on the cassette cover. If you've been wracking your brains wondering where you've seen it before, just go back through your collection of C+VGs. We originally commissioned the artwork for our December cover to illustrate a totally different game.

Iwo Jima is designed and written by John Bethell, whose last offering was *Falklands '82*. It's always difficult deciding what is suitable for a war game, computer or otherwide. Questions of taste and insensitivity inevitably arise. With the Falklands conflict so fresh in many people's minds, especially those who lost relatives, it might have been in better taste if John Bethall and PSS had steered clear of the subject. Still, everybody makes money out of war.

In 1945 US Marines fought a costly and bloody battle with the Japanese to capture the Pacific island of Iwo Jima. The death toll and casualty statistics on both sides were shocking. About 7,000 Americans died and more than 17,000 wounded in 36 days of fighting. Of the 22,000 Japanese troops defending the island, just 216 survived.

Iwo Jima is a simulation of that battle in which you control the American forces and the computer the Japanese. You take it in turns with the computer to give orders, move units around and attack.

The screen display is a map of the island showing airfields, mountains, villages, minefields and scrubland. Various windows display specific information about the state of play.

To be honest I found reading the author's notes about the game more interesting than playing it.

● Graphics	5
● Sound	4
● Value	6
● Playability	5

ROBOTO

● **Machine:** Spectrum
● **Suppplier:** Bug-Byte
● **Price:** £2.95

At first I thought it was a deliberate plot to confuse me. It said quite clearly use the Z and X keys to move left and right on the cassette inlay. But it would not work.

It was only when I checked the instruction on the game itself that I discovered it was the Q and W keys. A bad mark.

Having said that, *Roboto* is quite an entertaining little game.

The idea is to guide Roboto, a laser armed robot, through 51 rooms of a power station, destroying power orbs and solving puzzles and tricks.

Good fun for an hour or two.

● Graphics	7
● Sound	7
● Value	8
● Playability	8

THE SOFTWARE CHART

Hot off the presses is the latest *C + VG Gallup Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

TOP 30/ALL FORMATS JUNE

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	NE	**Superbowl**	SP, CO, MS	Ocean	1
2	NE	**Green Beret**	SP	Imagine	1
3	1	**Way of the Tiger**	SP, AM, MS	Gremlin Graphics	2
4	NE	**Bomb Jack**	SP	Elite	1
5	2	**Ping Pong**	SP, CO, AM, MS	Imagine	2
6	RE	**Last V8**	CO, AM	Mastertronic	11
7	4	**Uridium**	CO	Hewson Consultants	4
8	5	**Commando**	SP, CO, BB, C16	Elite	18
9	12	**FA Cup Football**	SP, CO, AM	Virgin	5
10	11	**One Man and His Droid**	SP, CO, AM, C16, AT	Mastertronic	12
11	3	**Yie Ar Kung Fu**	SP, CO, AM, BB, MS EL	Imagine	18
12	21	**Action Biker**	SP, CO, C16 AT	Mastertronic	32
13	13	**Rambo**	SP, CO, AM	Ocean	18
14	7	**Comp. Hits 10 Vol 2**	SP, CO, AM BB, EL	Beau Jolly	3
15	6	**Formula One Simulator**	SP, CO, AM, MS, C16	Mastertronic	30
16	35	**Computer Hits (10)**	SP, CO, AM, BB, EL	Beau Jolly	21
17	9	**Turbo Esprit**	SP	Durell	3
18	16	**Hardball**	CO	US Gold	5
19	23	**BMX Racers**	SP, CO, AM, C16	Mastertronic	32
20	15	**Winter Olympics**	BB, EL, C16	Tynesoft	5
21	24	**Incredible Shrinking Fireman**	SP	Mastertronic	4
22	RE	**Fairlight**	SP, CO, AM	The Edge	11
23	20	**Winter Games**	SP, CO, AM	Epyx/US Gold	21
24	32	**Barry McGuigan World Champions**	SP, CO, AM	Activision	20
25	30	**Football Manager**	SP, CO, AM, BB, EL, C16, AT, V20, DR	Addictive Games	5
26	NE	**Spindizzy**	AM	Electric Dreams	1
27	NE	**Zapp Sizzlers**	CO	Gremlin Graphics	1
28	25	**Movie**	SP	Imagine	8
29	19	**Sky Fox**	SP, CO, AM	Ariolasoft	15
30	22	**Finders Keepers**	SP, CO, AM, MS, C16	Mastertronic	32

AMSTRAD/TOP 10

1	**Spindizzy**/Electric Dreams
2	**Last V8**/Mastertronic
3	**Way of the Tiger**/Gremlin Graphics
4	**Rambo**/Ocean
5	**Comp Hits 10 Vol 2**/Beau Jolly
6	**Fairlight**/The Edge
7	**They Sold a Million**/Hit Squad
8	**Formula One**/Mastertronic
9	**Yie Ar Kung Fu**/Imagine
10	**Soul of a Robot**/Mastertronic

CBM 64/TOP 8

1	**Superbowl**/Ocean
2	**Uridium**/Hewson Consultants
3	**Hardball**/US Gold
4	**Ping Pong**/Imagine
5	**Zapp Sizzlers**/Gremlin Graphics
6	**FA Cup Football**/Virgin
7	**Kane**/Mastertronic
8	**Phantom of the Asteroids**/M'tronic
9	**Fairlight**/The Edge
10	**Yie Ar Kung Fu**/Imagine

MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE
V20 = Vic 20	DR = Dragon

ATARI/TOP 10

1	**Last V8**/Mastertronic
2	**One Man and His Droid**/Mastertronic
3	**Action Biker**/Mastertronic
4	**Chimera**/Firebird
5	**Fighter Pilot**/Digital Integratio
6	**Football Manager**/Addictive Games
7	**Steve Davis' Snooker**/CDS
8	**Spy Vs Spy 2**/Databyte
9	**Yie Ar Kung Fu**/Imagine
10	**Soul of a Robot**/M'tronic

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SPECTRUM/TOP 10

1	**Green Beret**/Imagine
2	**Superbowl**/Ocean
3	**Way of the Tiger**/Imagine
4	**Bomb Jack**/Elite
5	**Ping Pong**/Imagine
6	**Turbo Esprit**/Durell
7	**FA Cup Football**/Virgin
8	**Shrinking Fireman**/Mastertronic
9	**Movie**/Imagine
10	**Barry McGuigan**/Activision

BBC/TOP 10

1	**Commando**/Elite
2	**Karate Combat**/Superior
3	**Winter Olympics**/Tynesoft
4	**Exploding Fist**/Melbourne House
5	**Phanton Combat**/Doctor Soft
6	**Comp Hits 10 Vol 2**/Beau Jolly
7	**Citadel**/Superior
8	**Computer Hits (10)**/Beau Jolly
9	**Yie Ar Kung Fu**/Imagine
10	**Lord of the Rings**/MH

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1. Maze Eater	13. The King's Orb	25. Trucking	38. Hopping Herbert
2. Cyclone	14. Play Your Cards Right	26. Rally 3000	39. Dynamite
3. Handicap Golf	15. Creepy Crawley	27. Sitting Target	40. Timebomb
4. Rush Hour Attack	16. Hangman	28. Nemesis	41. Day at the Races
5. Royal Rescue	17. Pontoon Bet	29. Space Ship	42. Lunar Landing
6. StarTrek	18. Fireman Rescue	30. Jet Flight	43. Space Mission
7. Whirly	19. 3D Maze	31. Dragons Maze	44. Rats
8. Attacker	20. Colony 9	32. Intruder	45. Motorway
9. Fighter Command	21. Backgammon	33. Inferno	46. Dungeon Adventure
10. Draughts	22. Solit	34. Ghosts	47. Space Pod Rescue
11. Evasive Action	23. Yamzee	35. Fantasy Land	48. High Rise
12. Noughts and Crosses	24. Three Cardbrag	36. Space Base	49. Craps
		37. Planets	50. Exchange

ZX 81

Even a small computer gets more from Cassette 50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING – a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade – all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette 50 gives you full use of screen modes with high resolution colour graphics, user defined graphics, excellent sound and music, joystick compatibility and many high speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch .... it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette 50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

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1 Muncher	13 Microtrap	26 Laser	39 Nim
2 Ski Jump	14 Motorway	27 Alien	40 Voyager
3 Basketball	15 Labyrinth	28 Cargo	41 Sketch Pad
4 Frogger	16 Skittles	29 The Race	42 Blitz
5 Breakout	17 Race Track	30 The Skull	43 Fishing Mission
6 Crusher	18 Ski Run	31 Orbit	44 Mystical Diamonds
7 Startrek	19 Tanks	32 Munch	45 Galaxy Defence
8 Martian Knockout	20 Solar Ship	33 Bowls	46 Cypher
9 Boggles	21 Ten Pins	34 Raiders	47 Jetmobile
10 Alien Attack	22 Cars	35 Field	48 Barrel Jump
11 Lunar Landing	23 Stomper	36 Draggold	49 Attacker
12 Maze Eater	24 Pinball	37 Space Search	50 Space Mission
	25 Cavern	38 Inferno	

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette 50, featuring high resolution and user defined graphics, sprites, sound and music.

1 Maze Eater	13 Boggles	26 Overtake	38 Black Hole
2 Galactic Attack	14 Pontoon	27 Sitting Target	39 Dynamite
3 Space Mission	15 Ski Jump	28 Smash the Window	40 Do Your Sums
4 Lunar Landing	16 Hangman	29 Space Ship	41 Derby Dash
5 Plasma Bolt	17 Old Bones	30 Jet Flight	42 Space Search
6 Startrek	18 Thin Ice	31 Phaser	43 Universe
7 Radar Landing	19 Orbitter	32 Intruder	44 Rats
8 Attacker	20 Motorway	33 Inferno	45 Tanker
9 Galactic Dog Fight	21 Force Field	34 Ghosts	46 Parachute
10 Psion Attack	22 Nim	35 Submarines	47 Jet Mobile
11 Evasive Action	23 Tunnel Escape	36 Rocket Launch	48 High Rise
12 Noughts & Crosses	24 Barrel Jump	37 Planets	49 The Force
	25 Cannonball Battle		50 Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack – or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast paced, fascinating games.

ORIC ATMOS

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ARCADE ACTION ★★ SPECIAL ★★

Arcade Action has always been one of our most popular sections, today interest in new arcade machines is higher than ever. So, due to popular demand, Clare Edgeley and her secret arcade spies have produced an extra special, bumper Arcade Action this month.

There is a great competition, a games players guide to beating Nemesis and a preview of Elite's latest conversion — Ghosts 'N' Goblins. We've also compiled a list of hi-scores on the most popular games for you to try to beat and taken a look at the increasing trend towards arcade licensing.

Opps, I almost forgot to mention that Clare Edgeley has brought us her usual round of the hottest games to enter the arcades.



ARCADE ACTION SPECIAL COMPETITION

Dig-Dug, Mr Do!, Pole Position and Pac-Man — four all time classics from the arcades. Oldies but goldies. A must for any collection.

And now it's your chance to win these four greats in one compilation for the first time.

Thanks to US Gold and Datasoft, we've got 50 of the Arcade Classics as competition prizes to kick-off our special Arcade Action supplement.

For those who don't know about these games — what have you been doing for the past few years? — here's a run down of what you get.

Dig-Dug: Here you must tunnel through the earth, capturing tasty treasures for points. But watch out for your encounter with Pooka, a big, round monster, and Frygar, a fire-breathing dragon. They aren't at all friendly. Tunnel under them and crush these baddies with falling rocks.

Mr Do!: Guide Mr Do! around the cherry fields eating cherries and defending him with a super powerball against four types of monsters.

Pole Position: The race game to end all race games. Three races to enter, each with different levels of difficulty. You'll need quick wits and fast reactions to survive.

Pac-Man: Guide Pac-Man around the maze eating up the dots for points and avoiding the goblins. Touch one and you'll dissolve. You can only attack them after eating energy dots.

Right, how can you win a copy of Arcade Classics? Just read on.

Printed below are the names of well known arcade games. One or perhaps several are false. It's your task to find them.

Send your answers, together with the printed coupon, to Arcade Classics Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th and the editor's decision is final.

C+VG/US GOLD/DATASOFT COMPETITION

	True	False
● Galaxians	☐	☐
● Asteroids	☐	☐
● Moon Patrol	☐	☐
● Earthquake	☐	☐
● Stargate	☐	☐
● Pac-Man	☐	☐
● Lunchpack	☐	☐

Name ____________________

Address ____________________

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Commodore 64 ☐ Atari ☐

★ ARCAD

C+VG's Arcade Spy, Clare Edgeley, has pulled on her football shirt and joined the latest craze in the arcades — World Cup Football. She also casts her eye over the two most recent war games — Ikari Warriors and Mighty Guy.

● IKARI WARRIORS

A lone figure runs stealthily through the jungle taking out the enemy as he comes across them. He has no friends and for that matter he hasn't much in the way of clothes. Dressed only in a pair of ragged trousers with a piece of cloth round his head, this man could be anyone — Rambo's twin brother, perhaps?

It would seem that SNK is the first to capitalise on the success of the movie, and its tattily dressed hero, with *Ikari Warriors* — an odd name, but as I saw an early version it's possible that the English name hasn't been added yet.

You play a *Rambo* lookalike, and true to the film there isn't much of a plot. Just storm through the jungle knocking off the enemy without getting killed.

The start is impressive. An aeroplane drones across the screen only to crashland with a bellyflop. You crawl out, the only survivor, and immediately grab your gun and start blasting. Various objects and weaponry lying ready to hand on the jungle floor help in your quest. If you see a tank and it has 'IN' flashing on it, jump in. You now have an enormous amount of blasting power and can knock out whole platoons and enemy installations with no trouble, or danger to yourself.

The tank stage lasts for only a limited period and in that time you must make sure that it has plenty of fuel. Gas can be picked up en route by running over jerry cans, the same goes for hand grenades and ammunition. Should you run out of fuel, abandon the tank, as it will blow and take you with it.

Although the tanks are a great help, the main danger comes from enemy bullets and this is where your evasive skills come to the fore. The eight-way directional controls ensure that you can run backwards as well as dodge from side to side. This is essential when you get near a gateway or a heavily guarded enemy outpost.

The gateways nearly always lie at the end of a narrow corridor which has to be negotiated safely before you can pass to the next section. That means despatching the enemy — of course it's much easier if you have a tank . . .





Ikari Warriors has borrowed a couple of features from Atari's *Gauntlet*. A second player can join in at any time and the two Rambos can then fight and help each other through the game. You can't accidentally kill your partner or exit one stage without him. When two are playing, it's the first player to the flashing tank who gains the advantage. The tank then takes on that player's colours, red or blue.

Like *Gauntlet*, the game doesn't depend solely on having two players, so a stranger could join you at the machine for a while, then leave without altering your chances of winning.

However, if you are very bad, you might hold up your partner as the computer judges the skill of the players and alters the game accordingly.

The scenery is realistic — if it is supposed to represent the Far East as I suspect — and you will find yourself swimming rivers, fighting on and trying to cross rickety bamboo bridges, and crossing swamp. Extra points are scored for picking up the fuel and ammunition which lie in your path.

Ikari Warriors is an exciting game and very similar to *Commando* and *Green Beret* in theme. However, it has one feature which really grates — the enemy tanks have a swastika painted on the top. It's very crude and not at all necessary.

● WORLD CUP

If you aspire to the dizzy heights of Ian Rush or do not get onto the football pitch as often as you'd like, you could get some training in at your local arcade.

Football, that internationally popular game, is about to reach its climax with the World Cup in Mexico City this summer. And in order not to miss an opportunity while football fever is at a pitch, Thekan is launching *World Cup* — a simulation which is both realistic and exciting. The game is for one or two players, but take my advice: challenge someone to a game — it's more fun than playing against an infernally clever and unemotional computer.

And so the crowd roars, the teams run onto the pitch and the two players take their places opposite each other. The whistle sounds and they're off, spinning the controlling track ball for all they're worth, watching as their respective teams dodge, dribble and weave round the pitch, using cunning and strategy to get the ball past the goalie and into the back of the net.

Corners, throw-ins, and fouls. The ref keeps an eye on the game and will call any player to book if these rules are broken. *World Cup* is as realistic as possible considering the boundaries of the machine. The game scrolls in all directions as you race across the pitch, and just in case you need help recognising the sector you're playing in, your position is pin-pointed on a miniature sized pitch to one side of the screen.

The player controlling the ball is marked by two arrows as is the player nearest to the ball on the opposing team. It's up to you to use these players to tackle and take control of the ball. It's a great feeling if you pull off a really successful tackle as the unfortunate marker may well find himself face down in the mud. And when you get the ball into the goal area, your opponent can take control of the goalkeeper who will fling himself from one side to another to stop the ball flying past those posts.

Once you've got used to the idea of switching control to

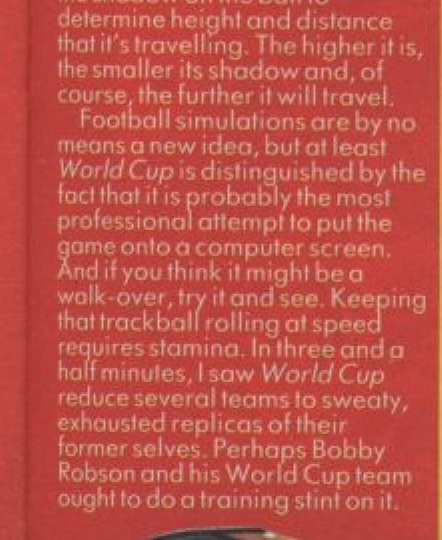


DE ACTION



different players as you kick and pass it, you can then start to use the shadow on the ball to determine height and distance that it's travelling. The higher it is, the smaller its shadow and, of course, the further it will travel.

Football simulations are by no means a new idea, but at least *World Cup* is distinguished by the fact that it is probably the most professional attempt to put the game onto a computer screen. And if you think it might be a walk-over, try it and see. Keeping that trackball rolling at speed requires stamina. In three and a half minutes, I saw *World Cup* reduce several teams to sweaty, exhausted replicas of their former selves. Perhaps Bobby Robson and his World Cup team ought to do a training stint on it.





● MIGHTY GUY

As the numbers of *Commando* style games continues to increase, it was with a sigh that I started playing *Mighty Guy*.

I imagined the market to be almost saturated with this type of game, though they still seem to be making their way into the arcades. Some are excellent, notably *Green Beret* and *Ikari Warriors*. I would not, however, recommend *Mighty Guy*.

The game starts, rather predictably, with Mighty Guy charging onto the screen. As he dodges round clumps of sparse vegetation you realise that his one natural weapon is his kicking power, though he does carry a laser gun which is more helpful.

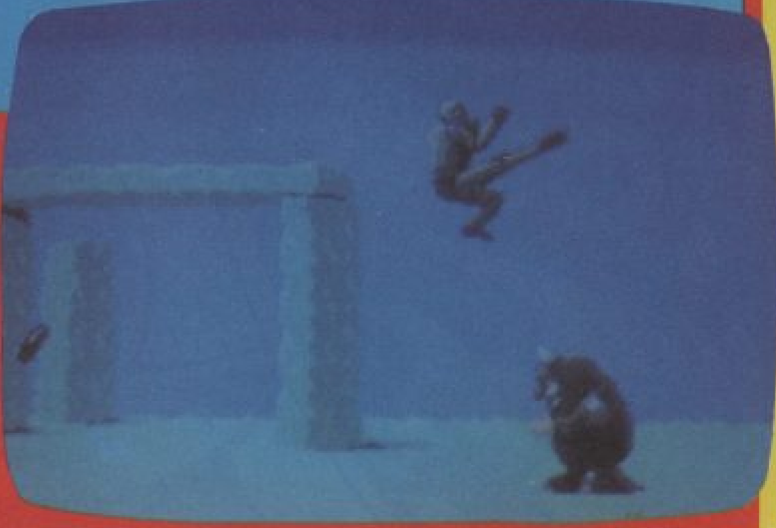
Anyway, Mighty Guy charges forward and, lo and behold, a squadron of tanks appear — from the top of the screen throwing what look like daggers at him. Dodging these slow moving knives, Mighty Guy lets loose one or two well timed kicks and the tanks hurtle backwards leaving the imprint of a man in the sandy floor. It is only then that you realise how confusing the graphics are.

What look like tanks are really the heads and shoulders of similar, but opposing, Mighty Guys. The game is viewed from an aerial standpoint, but rather than giving a lower angle so that the objects can be identified, the graphics have been programmed so that you are looking directly downwards. Very confusing.

Having sorted out the tank problem — and, in fact, there are some tanks further on in the game (they still look like soldiers) — it's time to sort out the weapons power. Your gun's laser is far reaching and it's far easier to blast your opponents before they get within spitting distance. To make sure you don't run out of bullets, collect the weapons which lie around. These will give more fire power.

Some attempt has been made to change the scenery. You don't have to travel far before you reach the town. I've no idea what pleasures await you after that because, to be honest, I couldn't be bothered to find out.

If you want a military style game, there are better ones available than *Mighty Guy*.



● GET STAR

The aliens are taking over the solar system and only you can help. A familiar task maybe, but as a robot you are virtually indestructible and the powers that be have ordered you to clean up all the aliens in the system's five planets, and then to destroy their motherland — the sixth star.

It's a daunting task as you face Night-Spider, the first planet you've been beamed onto. Travelling from left to right you take your first tentative steps and, almost immediately, come across some creatures which look very like the *Ewoks* from *Star Wars*. As this is the first planet, you don't have to work very hard to knock them out. Just a few well timed punches or kicks and they disappear in a puff of smoke. Further on you'll come across some snakes uncoiling and slithering out of trees. Jump up and punch them in their head to destroy them.

As you travel deeper into the planet you'll notice a number of features which when collected give either extra weapons or greater speed when punching or firing. Speed is one feature you must build up if you are to defeat the monster at the end of each screen.

At the end of each screen is a giant sized monster, several sizes larger than those you have got used to destroying. It is at this point that your energy is rapidly depleted. If you're successful the monster will blow up and you'll be whisked to the second planet where the going is a little harder.

It is on this second planet, which is currently in the throes of an ice age, that you discover weapon power. A cross appears at random. Jump and collect it before it disappears and you'll find yourself equipped for a short time with a machine gun.

Get Star from Taito is a pretty average game with good fast movement and some excellent graphics.

Much thought has gone into the graphics. For example, each of the planets has a different colour, vegetation and monsters from its neighbours.

Gameplay itself is exciting but not stunning. *Get Star* will probably end up being used as a brief interlude between games which require more concentration.




QUESTPROBE
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AND THE
THING
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with art by
RON WILSON AND
JOE SINNOTT
Can you control the awesome powers of two Marvel Super Heroes at the same time, and rescue Alicia Masters from the grip of the evil Dr. Doom? In this the third of the highly acclaimed Questprobe series, written by Scott Adams, the undisputed master of the art of adventure writing, you have to control both The Thing and The Human Torch in their mission, set by the Chief Examiner, to rescue Alicia Masters from the evil terror of Dr. Doom.
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GOT A WHOPPER..?

Get your trigger fingers into training and loosen some of those creaking muscles. Yes, there's good news for all you intergalactic record breakers. We've put together the world high scores on all your favourite games as compiled by Twin Galaxies International Scoreboard in the States.

So get cracking as we want to hear from anyone who can beat these scores. Write into High Scores, Arcade Action, Computer and Video Games, 30-32 Farringdon Lane, London EC1R 3AU. Please include some hints 'n' tips if you can.

WORLD HIGH SCORES

Amidar	19,225,630
Armor Attack	2,009,000
Asteroids	40,101,910
Astro Blaster	29,100
Battlezone	21,851,000
Berzerk	91,070
Bosconian	2,913,510
Buck Rogers	1,016,495
Burnin' Rubber	2,413,182
Circus Charlie	300,000
Cosmic Avenger	117,290
Crystal Castles	869,441
Dig-Dug	4,129,600
Donkey Kong Jr	1,259,200
Dragon's Lair	558,724
Eyes	23,222,220
Fast Freddie	22,269,540
Frenzy	4,804,440
Front Line	999,990
Galaxians	389,770
Gravitar	4,722,200
Inter-Steller	248,000
Joust	102,192,000
Jungle King	1,510,220
Kickman	4,875,665
Looping	1,469,970
M.A.C.H.3	465,900
Major Havoc	1,477,478
Megazone	2,288,850
Monaco G.P.	10,000
Moon Patrol	1,214,600
Mr Do	5,555,550
Ms Pac-Man	820,320
Pac-Man	197,360
Phoenix	10,271,090
Pole Position	67,260
Pole Position II	87,530
Popeye	1,439,430
Q*Bert	33,273,520
Rally X	1,202,730
Rip Off	92,890
Satan's Hollow	25,326,225
Sinistar	791,000
Solar Quest	200,860
Space Duel	623,720
Space Fury	222,599
Space Invaders II	425,230
Space Panic	48,960
Stargate	71,473,400
Star Trek	100,060,500
Subroc 3-D	605,500
Super Pac-Man	558,000
Tac-Scan	100,574,200
Tempest	1,728,329
Tip-Top	888,000
Tron	12,883,638
Track & Field	2,654,970
Anteater	215,230

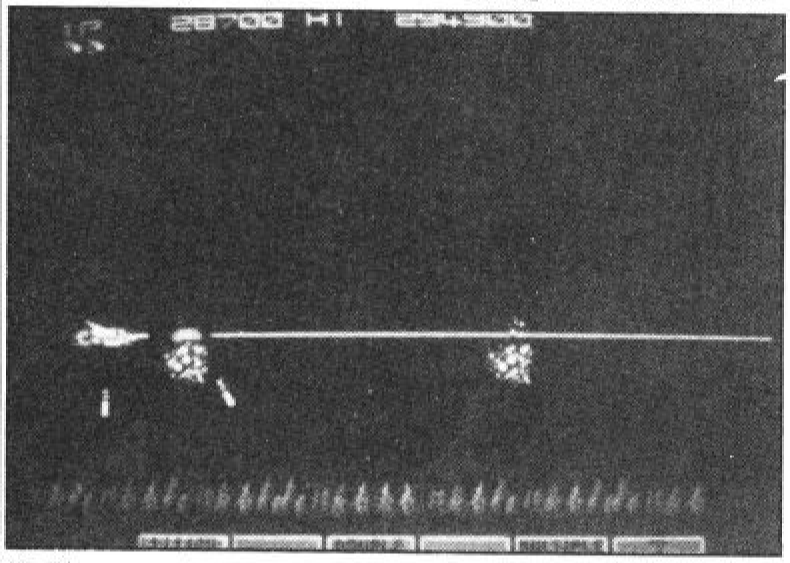
Arabian	159,750
Asteroids Deluxe	2,269,230
Astro Fighter	18,280
Bega's Battle	120,000
Blueprint	126,900
Bubbles	1,566,960
Burger Time	5,944,700
Centipede	16,384,547
Cliff Hanger	1,180,000
Crossbow	4,300,000
Defender	72,999,975
Donkey Kong	874,300
Donkey Kong 3	1,500,500
Elevator Action	60,500
Fantasy	269,920
Foodfight	101,103,300
Frogger	442,330
Galaga	22,220,000
Gorf	2,220,000
Gyruss	41,090,450
Juno First	80,000,000
Jump Bug	850,330
Kangaroo	921,800
Lady Bug	609,900
Lunar Lander	3,470
Mad Planets	198,000
Marvin's Maze	330,000
Missile Command	69,739,020
Moon Cresta	152,100
Monster Bash	228,400
Mr Do's Castle	421,780
Omega Race	2,809,750
Pleiades	1,164,900
Professor Pac-Man	999,990
Qix	1,666,604
Reactor	10,156,922
Robotron	348,000,000
Scramble	999,250
SnapJack	58,080
Space Ace	770,866
Space Dungeon	10,555,520
Space Odyssey	2,599,000
Star Castle	7,842,950
Star Rider	309,830
Star Wars	155,000,000
Super Cobra	198,470
Super Zaxxon	339,750
Tazz-Mania	1,325,180
Time Pilot	11,548,400
Traverse U.S.A.	2,058,300
Tutankham	1,736,000
Vanguard	3,111,000
Venture	325,020
Wild Western	803,900
Wizard of Wor	1,215,000
Xevious	9,999,990
Zaxxon	3,839,950
Zoo Keeper	14,337,220
10 Yard Fight	99,450
Discs of Tron	388,000
Punch Out	4,200,000
Spy Hunter	640,000

NEMESIS –

All who enter the world of Nemesis do so at their own risk, though thanks to Tommy Man and Jim McClure they stand a greater chance of survival.

Nemesis, based on Defender, is a game which requires patience and cunning. Its devious strategy has foiled many an intrepid explorer. To help, we have put together detailed hints and tips which should put you well on the way to victory and the destruction of the mothership.

At the bottom of the screen lies six boxes bearing the legends Speed, Missiles, Double, Laser, Multiple and



'?'. These are the weapons boxes, and are vital to your status.

As you enter the world of Nemesis, you are met by a number of challenging obstacles — aliens in fleets and domed launchers which fire rocks and ships at you. These reappear throughout the game, though each stage has its own peculiar aliens and obstructions.

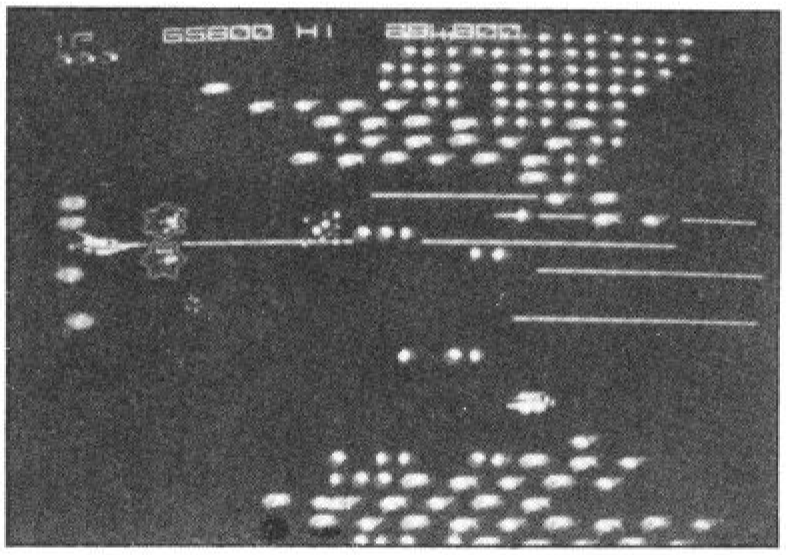
At this early stage, shoot the orange aliens and pick up the power packs which appear in their place.

Speed is self explantory, Missile allows you to knock out ground artillery. Double allows you to fire at 45°, as well as straight ahead, though you can't have Laser as well, Laser wipes out anything in your line of fire, Multiple increases your firepower by four times, '?' gives you a shield which deflects missiles but fades after continuous bombardment. The best combination is to have two Speed, three Multiple, Laser and Missile to get you through to the end of stage one.

At the end of each stage you'll be met by a fleet command ship which has to be destroyed before you can move to the next level. At the end of stage seven, you have to pass through narrow passages and destroy the brain which then destructs the mothership.

STAGE 1

You start off in deep space were you make your way to the top right hand side of the screen to be confronted by your first obstacle — a line of disc shaped objects hurtling at you. Open fire on them, remaining in the same position, otherwise you will miss one of the discs and lose one power point — and the confidence you need to win the game.



When you have collected the power point, take the option of Speed — you are going to need it.

Now, quickly make your way to the bottom of the screen doing the same kind of thing. Your priority now should be to get Missiles and Laser by the time you get to the first set of caverns.

Reaching the caverns after variations of the first part, you are confronted with aliens firing at you from the ground. Bomb them using your missile button and at the same time keep firing at the space craft.

We found this extremely difficult to master, but discovered that by sticking a match to wedge the left hand player's missile button it continued firing the bombs.

While moving through the caverns, keep back to gain the full use of the Laser and try to collect Multiple every time it is displayed, you should be able to get three by the time you reach the volcanoes. When the background stops make sure your space craft is at the left hand side of the screen with all three Lasers pointing into one beam at the tip of the volcanoes. This will enable you to blast every meteor that comes out of them. Probably putting your score in the region of 80,000.

Your next and final challenge in this stage is the fleet ship. This can be destroyed by maximum penetration into the mouth of the ship using the Lasers in a circular movement and avoiding missiles being fired at you. After all the bars in the mouth have been broken, and the jewel in the centre of the ship has been blasted, the ship explodes and the background fades away.

STAGE 2

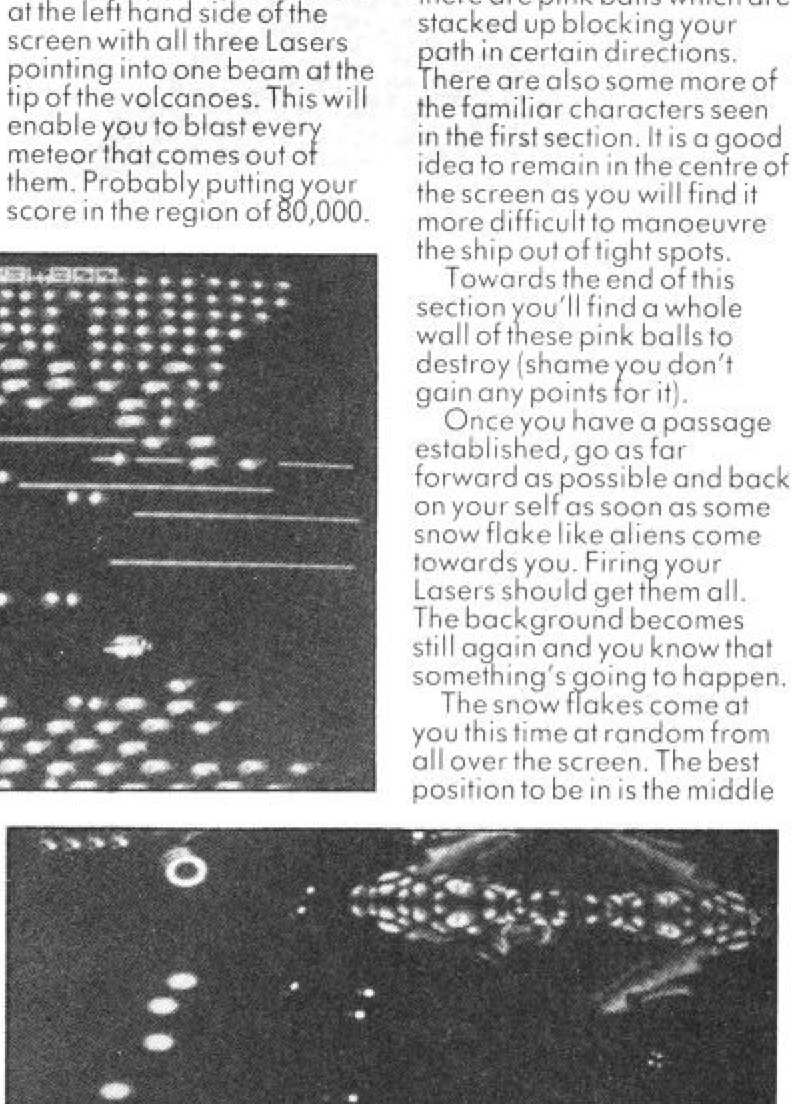
You find yourself in a space scene looking very familiar to stage one. Your first line of discs appears from the bottom this time and at a faster pace. Your priority now is to get your fourth and final Multiple.

Reaching the stone maze there are pink balls which are stacked up blocking your path in certain directions. There are also some more of the familiar characters seen in the first section. It is a good idea to remain in the centre of the screen as you will find it more difficult to manoeuvre the ship out of tight spots.

Towards the end of this section you'll find a whole wall of these pink balls to destroy (shame you don't gain any points for it).

Once you have a passage established, go as far forward as possible and back on your self as soon as some snow flake like aliens come towards you. Firing your Lasers should get them all. The background becomes still again and you know that something's going to happen.

The snow flakes come at you this time at random from all over the screen. The best position to be in is the middle



— THE PLAYERS GUIDE

of the left hand side of the screen with two Lasers above you and two below. This should act as a shield as long as your finger is pressed continuously on the fire button. Yes, you guessed it, back to the fleet command ship for this section.

STAGE 3

You're back in the familiar space scene. In this section your power point timing is essential because you have to opt for Double — it means that you lose your Lasers, but it is very convenient to be able to shoot the statues firing circular discs out of their mouths.

At the end of this section, having returned to Laser, position your space craft towards the right hand side of the screen where space craft will appear in fleets, launching missiles at you. They cannot be destroyed, but the space craft that are launching them can. Then there is the fleet command ship which again seems to get harder and faster as the stages progress.

STAGE 4

Back to space again. Right now we have reached some caverns pretty similar to the first ones. The difference is that there are more difficult disasters to overcome.

The first is an upside down volcano throwing out meteors. To get past this, remember the principle used before (stay back to the left and fire at the cone) but remember all the other objects firing at you from the ground. Passing this you will find that it is important to remain at the left hand side of the screen as this allows you to manoeuvre backwards to allow more time to collect more points and avoid being bombed by alien ships.

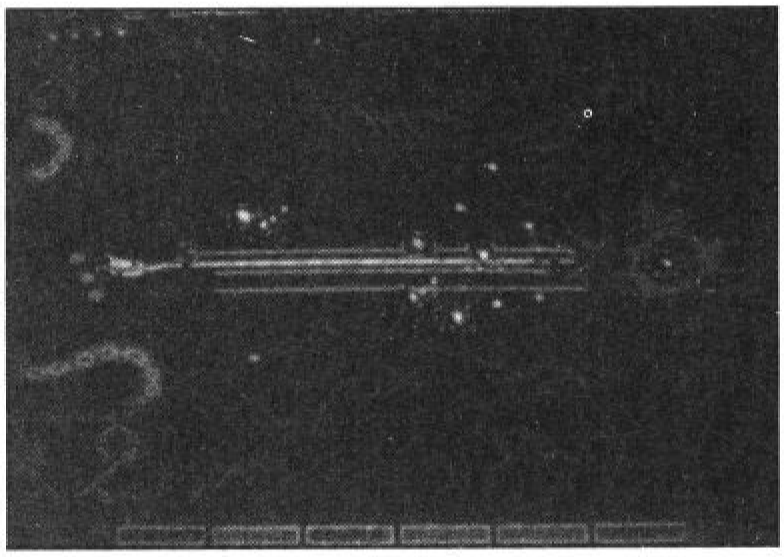
When you get to the final stage of this section, it is necessary to knock out the launch domes in the roof of the cavern and return to the left hand side of the screen in the centre as the claw like ships follow a pattern around the screen from the top right along to the top left, down and across to the right, up half way and towards you.

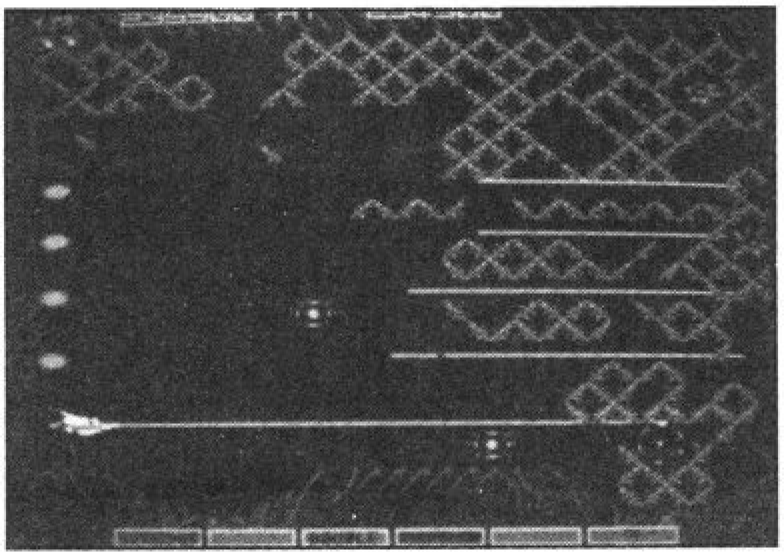
STAGE 5

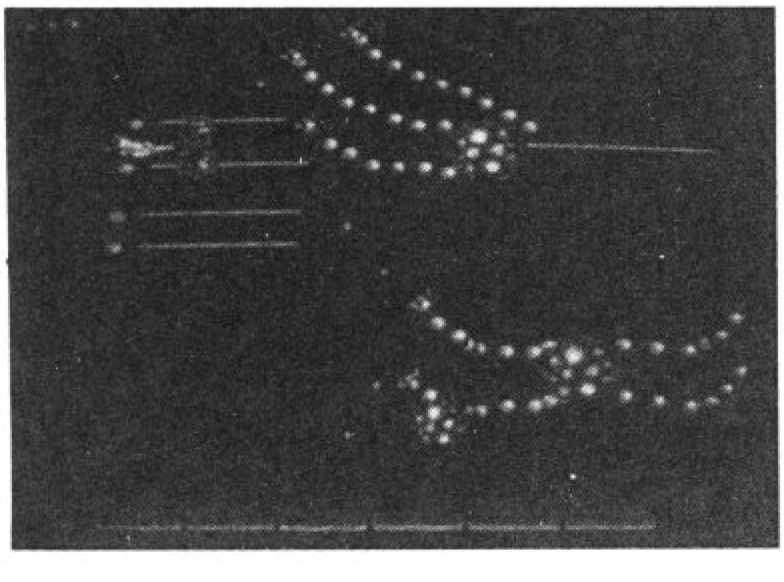
In this stage you go back in space. Your first priority is to regain your Lasers as these will be needed to destroy pink clouds with tentacles that await you. These can be destroyed by shooting the dark beads in the tentacles and then directing your fire power at the cloud — there are a number of these clouds before reaching the command ship.

STAGE 6

In this stage you enter a electrified web that you have to blast in order to get through — at the end of this section there is a cannon shaped object firing hundreds of orange balls, it is important at this stage to remain still in the centre, firing your laser into the opening of the control of the web.







STAGE 7

This is the final section. If you lose one of the eight extra men at this stage you might as well give up.

The setting is a green landing bay with gun ships on top and bottom. These are easy enough to destroy, the difficult ones to reach are in the trenches — it is necessary to go back to Double for this final part.

About halfway through, there is an electrified fence which is only penetrable by going round, making sure that you don't get sandwiched by an alien coming from the opposite direction down the passage. Soon enough the fence will fade away and you are clear to attack the brain.

The brain controls of Nemesis and if it's destroyed it will distruct the whole planet. This is achieved by shooting free the chains tying the brain down. Once complete, there is a distant view of a floating city exploding.

Then it's back to the beginning . . .

Now you've got these tips, why don't you put them into practice? Zoom along to your nearest arcade and get zapping. We've got a high score for you to beat, too.

Tommy Man one of London's most ardent Nemesis bashers can complete the game and start again. His high score is a mere 450,000. Can you beat that? Write in to High Scores, Arcade Action, if you can. Happy zapping . . . and good luck.

Tommy's not the only arcade king out there. Why not send us your tips on your favourite game and get named in C+VG.

RIP-OFF

Have you ever wondered where the ideas for computer games come from? It would be hard to miss the fact that a great deal of computer software is based on arcade games. C+VG's arcade spy CLARE EDGELEY reports.

Over the last two years a huge number of successful and popular games have found their way onto home computers, either through licensing deals, ideas and themes that have been borrowed. The similarities between Atari's *Marble Madness* and Melbourne House's *Gyroscope* cannot be missed.

The whole idea of using arcade games as a basis for computer games exploded in the summer of 1984 — Olympic year — with *Track & Field*. Konami's highly successful arcade game had you playing a number of sporting events including the hurdles, long jump and 100 metres. Punch the fire buttons to make you go faster and qualify for each event first. Sounds familiar? It should. Hot on the heels of *Track & Field* saw a run of similar games on the Spectrum, BBC, and Commodore. Ocean was first to the tape with *Daley Thompson's Decathlon* which is played in much the same way, only this time you have to pump your joystick from side to side.

And, of course, *Daley's Decathlon* led to character licensing. It soon appeared that every man and his dog — well, famous sporting personalities at any rate — were lending their names to sporting simulations of every kind. *Nick Faldo's Golf, Steve Davis' Snooker, Brian Jacks' Superstar Challenge* — a compilation of sporting events, similar to *Hypersports*. The list is endless.

Another in the list is *Frank Bruno's Boxing* which originated from Nintendo's innovative and challenging *Punch Out!!* Elite has established quite a name for itself with some excellent licensed games — *Frank Bruno* was probably the first. It follows *Punch Out!!* closely and, like the original, has you fighting a number of opponents — each more vicious than the last. A knockout must be obtained before moving on.

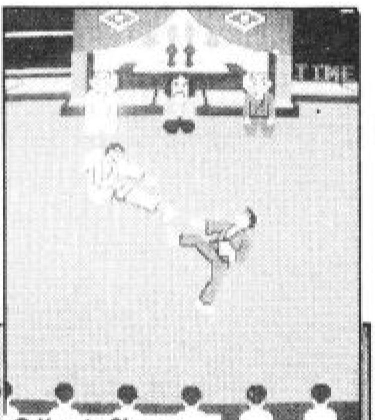
However, it's most similar feature, other than the scoring system, is the way the opponents fight. Like *Punch Out!!* your player has his back to the screen facing his opponent. A clever piece of programming, giving a good 3D effect.

Two other games were released at the same time as *Frank Bruno — Rocco* from Gremlin Graphics and *Knockout* from Alligata. *Rocco* is very similar to *Punch Out!!* in almost all aspects. Your player even has his back to the screen with the opponent facing towards you.

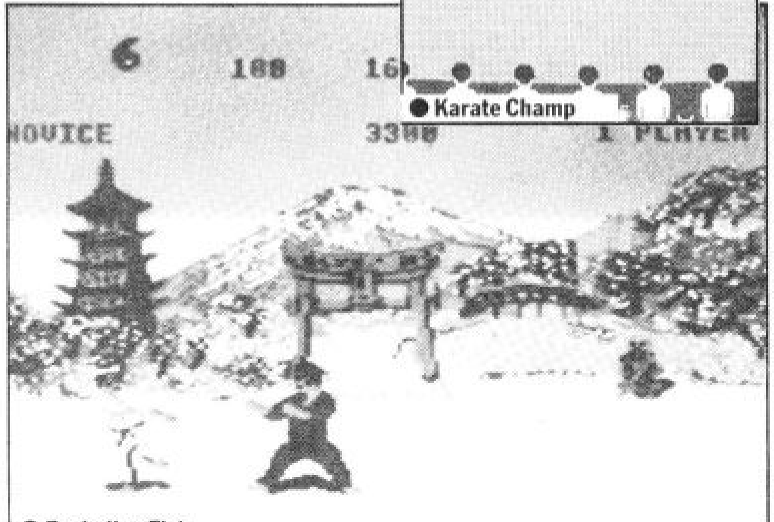
Knockout is awful, and bears no resemblance to any of the games mentioned above. However, it is no coincidence that these three games were released simultaneously soon after *Punch Out!!* hit the streets.

Pole Position seems to be one game which has not lived up to the excellent original. Released by Atari, *Pole Position* the arcade game has proved a winner. It is several years old and yet is still a "steady earner" — you'll find it, or the updated mark II version, in most arcades. A shame the computer versions were non-starters.

The arcade game is a simulation of a Formula One race, and has you seated at the controls of a racing car while charging round the track at top speed. You need a steady hand on the steering wheel and a knowledge of when to use the brakes, or when to change gear.



● Karate Champ

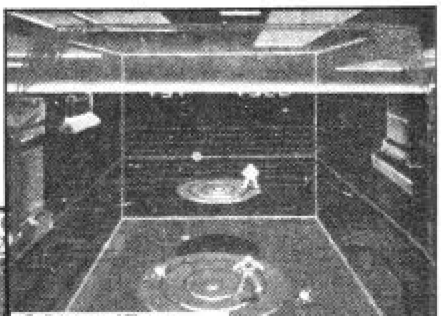


● Exploding Fist

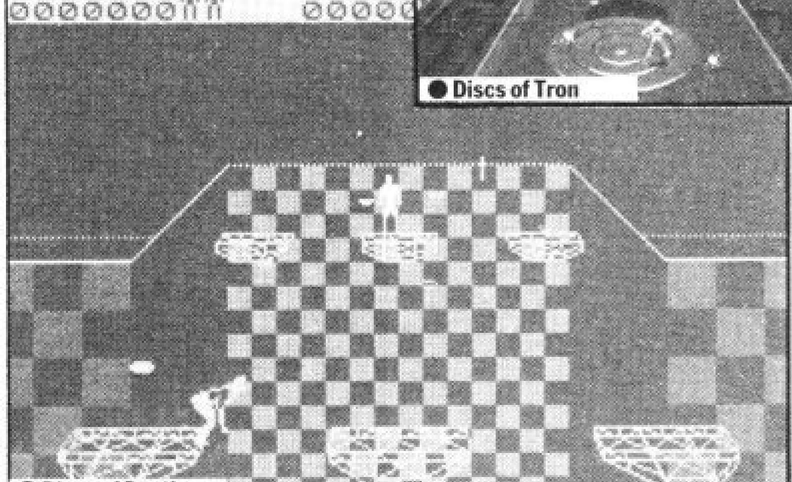
The track, with all its chicanes, unfolds in front of you as you race round the qualifying lap, dodging and overtaking other cars while attempting to notch up a good time to gain pole position in the race itself.

Atarisoft's *Pole Position* for the BBC was released early last year and did not come up to scratch. There's no excuse as Atarisoft is part of Atari and shouldn't have experienced any difficulties in producing a first class game. It is a half-baked effort, the graphics are flickery and there is no challenge to speak of. Datasoft released the Spectrum version a few months later. It proved an average game, though more successful than the BBC attempt.

Sega's *Spy Hunter*, however, is a highly successful conversion, and US Gold has produced very good versions of the game for the Commodore, Spectrum and Atari. *Spy Hunter* is a high speed car chase through unknown lands with a possé of bad guys on your tail. They'll try to ram you, shoot you and, in short, will stop at nothing to destroy you. Shades of *The Italian Job* creep into the game at this point. If you manoeuvre your car to drive up the ramps of a moving lorry and into the back of it, you can pick up special weapons — rockets, smoke screens and oil slicks. At times you'll be called upon to make split second decisions on your route — if a section of road is closed, take to the water. *Spy Hunter* is fast, addictive and very enjoyable in both formats.



● Discs of Tron



● Discs of Death

Tapper is another US Gold conversion for the Spectrum and, again, closely follows the original as far as is possible given the limitations of the Spectrum sound and memory. You find yourself playing barman while trying to keep up with the drinking habits of your customers. They drink like fish, and demand to be served immediately. With four bars to look after (and this is the easy level!), try to catch the empties as they slide back up the bar and send fresh drinks to your impatient customers. Let a glass crash to the floor or serve too many drinks and you'll lose a life. It's no fun serving a load of drunkards. The graphics are simple and colourful and do ample justice to the original. Well done US Gold.

The blame for the flood of Kung-Fu games — both in the arcades and on home computers — can probably be laid at Irem Corporation's door. *Kung Fu Master* was one of the first martial arts simulations way back at the beginning of last year. It was instantly successful, unusual at the time and very playable.

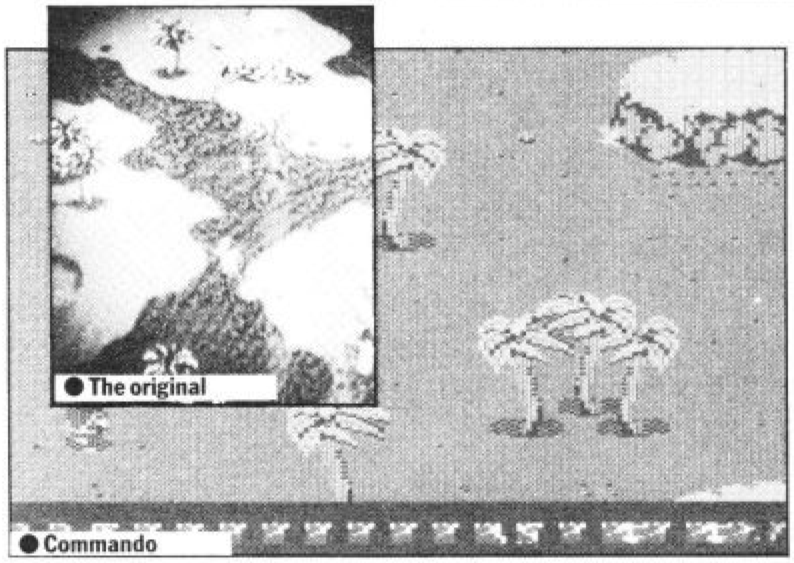
You take the part of Thomas, anxious to rescue his kidnapped girlfriend Sylvia from the Devil's palace. Kick your way through a number of screens, defeating a master of a certain aspect of the art on each level.

Way of the Exploding Fist from Melbourne House was one of the first games to follow. Beautifully presented with much graphic detail, it proved a walk-over for most adepts at high scores.

System 3's *International Karate* followed some time later and proved just as easy. It is played against different backdrops of famous skylines — Sydney Opera House, for instance — and is a comprehensive game with 16 different actions, as is *Fist*. Perhaps if less detail had been given to the backdrops and more to action, both games would have been more of a challenge.

Imagine's *Yie Ar Kung Fu* is a direct descendent of the Konami game of the same name.

F OR SPIN-OFF?



● The original

● Commando



Released for the Amstrad, Commodore and Spectrum, the game is an almost perfect replica of the original, though the Spectrum version's a little basic.

You play the part of Oolong who has to battle his way past a number of honourable masters before becoming the Grand Master. This all takes place against some highly coloured and detailed backgrounds, although, to my mind, the Spectrum version at least is too easy. It is harder on the arcade machine, but there are other games which offer a greater challenge. *Kung Fu Master* for one!

The tale of *Indiana Jones* differs from other games in that two companies have come up with two different games using the globe trotting archaeologist's name. In March last year, Mindscape/US Gold released *Indiana Jones in the Lost Kingdom* for the Commodore 64 — an average game on all accounts. Help Indiana find his way through the six screens of the Lost Kingdom to find a priceless artifact, while solving puzzles in order to move from screen to screen. It doesn't sound like that racy hero from the film that we all know and love. This one sounds a bit wet.

Now take Atari's version — *Indiana Jones in the Temple of Doom*. It's an arcade game which has taken features from the movie and incorporated them into a well designed, active game. Help Indiana free five children from the cages and escape in coal carts in a hair-raising ride. Finally, open a secret entrance behind the statue and make good your escape. Much more fun than rusty old artifacts.

One game which suggests that Artic was desperate for a good idea is their *Discs of Death*. One look at the game will tell any arcade connoisseur that this is a pretty awful attempt to parody *Discs of Tron* — a successful arcade game in its time. The sad fact is that if Artic had spent a bit more time on the game they could have turned out a winner.

As it is, the graphics are sketchy, though the animation is smooth.

As in the film, and arcade game, the idea is to fling discs at your opponent and kill him before he gets you. Balancing on a floating platform, you can leap to two adjacent platforms to dodge the discs being thrown at you. Artic has got the game right, but there is something missing — addictiveness, perhaps. Anyway, *Discs of Tron* has been around for about three years, so why did Artic choose to release its version this year?

To pretend that *Gyroscope* has nothing to do with Atari's *Marble Madness* is a bit of a joke. *Marble Madness* is a relatively new arcade game and is extremely unusual. The landscape is 3D, angular and dissected into grids with lots of slopes and ledges. Control a rolling ball down the slopes without going over the edge. Control is by a trackball which adds to the fun as the ball seems to have a mind of its own.

Melbourne House's *Gyroscope* on the Spectrum and Commodore 64 is almost exactly the same, though the controls obviously differ. This too is an excellent piece of programming, and play is as near to the original as possible, though there are one or two changes in the graphics.

The 3D grid-style landscape seems to have caught on though. Hewson Consultant's *Quazatron* looks, at a glance, very similar.

Almost a year after *Mikie* the arcade game was released, Imagine got round to releasing its version for the Spectrum. And a reasonable one it is too, though it's a bit too wet for my taste.

This absurd game takes you back to the classroom — a place which most of us are keen to escape. You play *Mikie* and must get a message to your elusive girlfriend.

And now it's time to catch up once again with Elite. Over the last few months it has gone into licensing in a big way and has produced some excellent games. One such is *Bombjack* for the Spectrum, Amstrad and Commodore 64. Originally licensed by Tehkan, *Bombjack* did very well for itself a couple of years ago in the arcades.

You play the part of a caped bear — that's what he looks like! — and must collect bombs which are dotted around the screen, while avoiding an assorted bunch of nasties. Collect the bombs by flying into the air and leaping from ledge to ledge.



● Daley's Super Test

One of the most remarkable features of the game is the background graphics which are colourful and detailed, and include backdrops of the Sphynx, a fairy tale castle, a Greek temple and skyscrapers. Elite has managed to produce the same effects — both graphically and in game play — on the Spectrum. The programmers should be congratulated. A simple and addictive game.

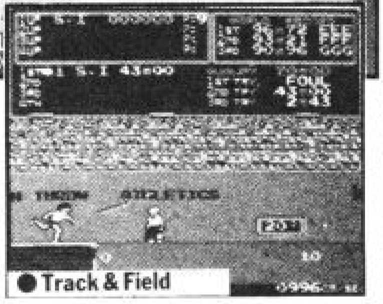
And now for the battle of the reactionary rebel forces. It is all the fault of Capcom's original game *Commando* that we have now got a situation where there is almost a glut of one-man-against-an-army type games. Probably the most popular craze since sports simulations, arcade manufacturers and software houses alike are leaping on the band wagon. Elite got there first with its version of *Commando*. A very good replica of the original.

The idea is to storm through enemy territory and eliminate the rebel forces. Equipped with only a machine gun, tactics are needed if you are to prove yourself a hero.

The game seems universally popular, more so than *Rambo*- Ocean's offering based on the film.

Rambo is a puny character with a large arsenal of weapons and sparse graphics. His mission is to rescue his friend Banks from a POW camp set to the north of the start point. Blast your way into the camp, rescue Banks, take him to the waiting chopper, go back to rescue the remaining prisoners, return to the chopper and home. With a character license this large I felt very disappointed when I saw the computer game.

Last but not least is Imagine's *Green Beret* based on Konami's arcade game of the same name. It's great fun, follows the original implicitly and is very playable. You play a crack commando and have to rescue some prisoners held captive four levels into the game. Rebel storm troopers do all they can to kill you, but persevere, you might even get as far as the missile launchers! A difficult game and highly playable.



● Track & Field

Imagine's programmers must be praised on their close attention to detail whenever they put out a licensed game.

The same point must also be made on behalf of Elite programmers. Elite is about to launch a version of Atari's *Paperboy* — an unusual game concerning the antics of a frustrated paperboy.

This long list of games shows that close attention is paid to new releases in the arcades by software houses.

Let's hope that rather than drawing custom away this swing towards licensed games will encourage more people to visit their local arcades to play the original versions of their favourite games.

Ghosts'n

Heading your way is a right knight fright — Ghosts'n' Goblins, *the latest arcade conversion from Elite.*

And to help you survive these blood-chilling knights of armour, those gallant gentlemen of Elite have provided us with a preview of the game and a few hints as to what to expect in later levels.

If you go down the woods tonight, you're making a big mistake. For you'll meet fiendish creatures of the dark with evil on their minds.

Ghosts, goblins, the walking dead and all manner of nasties are out to prevent our hero knight rescuing his damsel in distress.

Capcom's original *Ghosts 'n' Goblins* game in the arcades was a vast creation. There were so many screens to this epic, it was doubtful if anybody managed to complete the game. And even if they had, it would have cost them a small fortune.

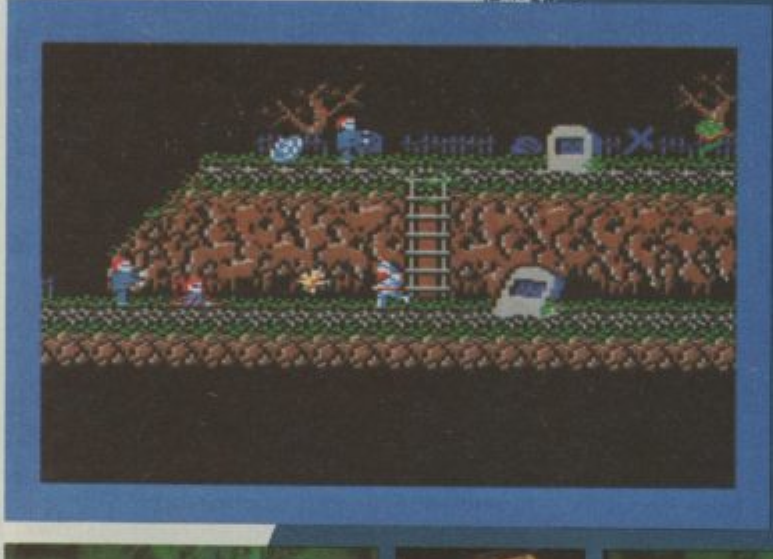
For the computer version of *Ghosts 'n' Goblins*, Elite has taken a selection of the very best screens.

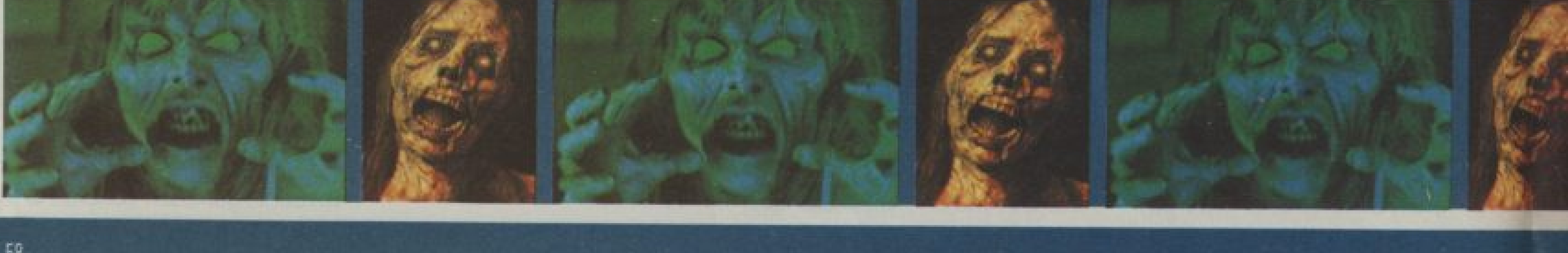
The opening scene is a graveyard. The atmosphere is sinister and eerie. A princess who has been tending the wounds of a loyal knight is abducted by an emissary of hell.

The knight, dressed only in his undies — no, they're not made of chain mail — sets off to rescue her.

As he sets out, he finds a suit of armour. On he moves into the graveyard. Almost immediately the undead rise from out of the ground and close in on the knight. Let these gruesome creatures touch you once again and the knight is unclothed. Let the evil creatures







n' Goblins

touch our hero again and he crumbles into a pile of bones.

There are four levels of the game to complete before you can enter the castle and try and rescue the Princess.

Level 1: The game starts in a graveyard. The main hazards to avoid here are the zombies. Of course there may be one or two other nasties lurking. It's then into a deep dark forest where forest demons lurk. An ogre guards the door to the next level.

Level 2: It's into the land of the elves. Watch out for the orges.

Level 3: The undead rise from the ground again to hinder the knight's progress. Evil devils are also encountered and a dragon guards the way to the next level.

Level 4: A perilous bridge and another dragon must be faced before you can enter the castle.

The Castle: Your task now is to climb ever upwards, facing elves, zombies, orgres and dragons. But you can't give up. The princess is still in peril.

Ghosts 'n' Goblins is the latest in a successful series of Elite games culled from the arcades.

First there was *Commando*, the all action blast-'em-to-hell and back game, which was voted the best arcade-style game in the Computer+Video Games Golden Joystick Awards. It was the Christmas number one best seller.

Heading up the charts right now is *BombJack*, another Capcom game. Jumping Jack, a cute caped crusader, has to collect a series of bombs while avoiding nasty knights and robo-birds with a powerful peck. The action takes place against four splendid recreations of the arcade backdrops.

Next in line for the Elite treatment is *Paperboy*. This is a great game but didn't really get the exposure it deserved in the arcades, mainly because the game required a special machine with handlebars on. And they're expensive.

The game involves you playing the part of a paperboy, braving life and limb on a bike in the American suburbs. The action is spread over seven days of deliveries. You must avoid cars, fighting neighbours, Hells Angels etc.

You score points by hurling papers to your regular customers.



Now here's your chance to win a package of three of Elite's converted arcade games — *Commando*, *Bombjack* and *Ghosts 'n' Goblins*. There will be ten top winners.

What you have to do is draw or paint a picture of the gallant knight from *Ghosts 'n' Goblins* in battle with some of the evil creatures of the game.

Send your entries together with the printed coupon to *Ghosts 'n' Goblins* Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th.

C+VG/ELITE GHOSTS 'N' GOBLINS COMPETITION

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BOUNCER

BBC B

By Paul Maddison

Bounce into summer with Bouncer for the BBC B. It's a game in which you'll drop until you pop.

Using the Z and X keys to move left and right, you must control a ball which bounces downwards from ledge to ledge in a factory chimney. On the way down you must collect ten keys.

Once these have been collected you enter the final screen in which a spider lurks. You have to dodge this lethal leggy to complete the game. All this is done against the clock.

There are three ways in which the bouncing ball can be popped — by dropping too far, running out of time and by the spider.

Although the game is against the clock and the natural reaction is to go as fast as possible, we find it's best to take things carefully in order to collect the keys.

Advice: If a disk interface is fitted type in the following: For I%=PAGE TO TOP: ? (I%+&400−PAGE) = ? I%:NEXT (RETURN)

PAGE = &E00 (RETURN)
* TAPE (RETURN)
CHAIN" " (RETURN)

Variables and Procedures

P — used to generate a sound when dropping
Q% — used to print side walls
R% — random number used to print platforms
RR%, RRR% — used to print keys
T% — time limit
X% — X co-ordinate of the ball
Y% — Y co-ordinate of the ball
KEY% — number of keys collected
DROP% — checks to see if ball is dropping. If it is then it disables movement
DURATION% — duration of note for tune.
DIRECT% — sends spider up or down
PITCH% — pitch of note for tune
SCORE% — score
SCROLL% — how far the ball has dropped
SPX% — X co-ordinate of spider
SPY% — Y co-ordinate of spider
FLAG% — determines whether to print a platform or a space
SAFE$ — the final exit graphics
SP$ — string of 20 spaces used to scroll the screen upwards
PROCTITLE — used to print initial screen
PROCINSTRUCT — instructions
PROCSCREEN — draws initial chimney screen, walls and ball
PROCDROP — scrolls the screen up-

BOUNCER

wards and prints new platforms and perhaps a key
PROCKEY — registers you have a key and adds 10 to score
PROCDIE — flashes screen on death
PROCEND — asks you for another go
PROCDROPZ — drops the ball when in warehouse
PROCFINITO — plays a tune and displays your score if you complete the game.

```
   10  MODE2:PROCTITLE:SOUND1,-15,100,2
   20  COLOUR5:PRINT TAB(4,13);"INSTRUCT
IONS?";:G$=GET$:IF G$="Y" THEN MODE7:PRO
CINSTRUCT ELSE PROCDEFINE
   30  MODE2:PROCDEFINE
   40  PROCSCREEN
   50  R%=RND(15)
   60  IF INKEY-98 AND X%>64 AND DROP%=1
 VDU5:MOVEX%,Y%:GCOLO,0:VDU228:VDU4:LET
X%=X%-32:VDU5:MOVEX%,Y%:GCOLO,6:VDU228:V
DU4
   70  IF INKEY-67 AND X%<1088 AND DROP%
=1 VDU5:MOVEX%,Y%:GCOLO,0:VDU228:VDU4:LE
T X%=X%+32:VDU5:MOVEX%,Y%:GCOLO,6:VDU228
:VDU4
   80  COLOUR 7:COLOUR 128:PRINT TAB(17,
0);T%:IF T%<100 THEN PRINT TAB(19,0);" "
   90  T%=T%-1
  100  IF POINT(X%+16,Y%-12)=3 OR POINT(
X%+48,Y%-16)=3 THEN PROCKEY
  110  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN PROCDROP
  120  IF POINT(X%,Y%-36)=1 AND POINT(X%
+56,Y%-36)=1 AND SCROLL%<=15 THEN SCROLL
%=0 ELSE IF POINT(X%,Y%-36)=1 AND POINT(
X%+56,Y%-36)=1 AND SCROLL%>15 THEN PROCD
IE:PROCEND:RUN
  130  IF T%=0 THEN PROCDIE:PROCEND:RUN
  140  IF KEY%=10 THEN LET SCORE%=SCORE%
+T%:GOTO 590
  150  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN DROP%=0 ELSE DROP%=1
  160  IF DROP%=1 THEN P=0
  170  Q%=30:COLOUR 1:COLOUR 135:PRINT T
AB(0,Q%);CHR$230;TAB(18,Q%);CHR$230:COLO
UR 128
  180  GOTO 50
  190  DEFPROCDROP
  200  LET SCROLL%=SCROLL%+1:LET FLAG%=F
LAG%+1:IF FLAG%=2 THEN LET FLAG%=0
  210  LASTY%=Y%:VDU5:MOVEX%,LASTY%:GCOL
0,0:VDU228:MOVEX%,LASTY%:GCOLO,6:VDU228:
VDU4:COLOUR1
  220  IF FLAG%=0 THEN PRINTTAB(R%,31);S
TRING$(4,CHR$229) ELSE PRINTTAB(R%,31);"
    "
  230  RR%=R%*64:RRR%=64*(RND(4)-1):IF R
ND(100)<20 AND FLAG%=0 VDU5:MOVERR%+RRR%
,96:GCOLO,3:VDU231:VDU4
  240  SOUND1,-15,100+P,1:P=P-5:VDU5:MOV
EX%,Y%+32:GCOLO,0:VDU228:MOVEX%,Y%:GCOLO
,6:VDU228:VDU4
  250  COLOUR 7:COLOUR 128:PRINT TAB(17,
0);T%:IF T%<100 THEN PRINT TAB(19,0);" "
  260  ENDPROC
  270  DEFPROCDEFINE
  280  VDU23,228,60,126,231,223,221,255,
126,60
  290  VDU23,229,255,255,191,237,239,75,
1,0
  300  VDU23,230,247,247,247,0,255,255,2
55,0
  310  VDU23,231,0,0,0,229,191,224,0,0
  320  VDU23,232,0,24,36,126,189,126,129
,129
  330  VDU23;8202;0;0;0;
  340  ENVELOPE1,3,0,0,0,0,0,0,121,-10,-
5,-2,120,120
  350  ENVELOPE2,2,0,0,0,0,0,255,3,0,0,-
125,125,0
  360  SCORE%=0:T%=500:KEY%=0:SCROLL%=0:
FLAG%=0:DROP%=1:P=0:X%=640:Y%=512:SP$=ST
RING$(19," "):SAFE$="  "+CHR$10+CHR$8+CH
R$8+"  "
  370  ENDPROC
  380  DEFPROCSCREEN
  390  FOR X=0 TO 15:COLOUR 1:PRINT TAB(
RND(14),31);STRING$(4,CHR$229):PRINT TAB
(RND(14),31);"    ":NEXT
  400  FOR Q%=0 TO 30:COLOUR 1:COLOUR 13
5:PRINT TAB(0,Q%);CHR$230;TAB(18,Q%);CHR
$230:NEXT:COLOUR 128
  410  VDU5:MOVEX%,Y%:GCOLO,6:VDU228:VDU
4
  420  VDU5:MOVEX%,Y%-36:GCOLO,1:VDU229:
VDU4
  430  ENDPROC
```

BOUNCER

```
  440  DEFPROCKEY
  450  SOUND 2,1,60,20
  460  VDU5:MOVEX%,Y%:GCOL0,0:VDU231:MOV
EX%-32,Y%:GCOL0,0:VDU231:MOVEX%+32,Y%:GC
OL0,0:VDU231:MOVEX%,Y%:GCOL0,6:VDU228:VD
U4
  470  LET KEY%=KEY%+1:LET SCORE%=SCORE%
+10
  480  ENDPROC
  490  DEFPROCDIE
  500  TIME=0:REPEAT:FOR I%=1 TO 15:VDU1
9,I%,RND(15);0;:SOUND 1,-15,I%,1:NEXT:UN
TIL TIME>500
  510  ENDPROC
  520  DEFPROCEND
  530  SOUND0,2,4,18:FOR I%=1 TO 150 STE
P 5:VDU19,0,0;0;:PRINT TAB(0,31);STRING$
(20," "):NEXT
  540  VDU19,11,6;0;:COLOUR11:PRINT TAB(
4,14);"Another go?"
  550  REPEAT:G=GET:UNTIL G=89
  560  VDU19,10,1;0;:COLOUR10:PRINT TAB(
15,14);"Y"
  570  FOR I%=1 TO 10000:NEXT
  580  ENDPROC
  590  VDU19,13,1;0;:COLOUR 141:CLS:VDU2
8,4,19,16,11:COLOUR 128:CLS:VDU19,15,15;
0;:COLOUR15:PRINT" WELL DONE!!":VDU19,14
,6;0;:COLOUR14:PRINT"              Prepa
re       yourself for the final    screen!
!"
  600  MOVE 240,376:GCOL0,4:DRAW 1096,37
6:DRAW 1096,676:DRAW 240,676:DRAW 240,37
6
  610  RESTORE 660
  620  FOR I%=1 TO 12:READ PITCH%,DURATI
ON%:IF PITCH%=0THEN SOUND1,0,PITCH%,DURA
TION%:GOTO 640
  630    SOUND1,-15,PITCH%,DURATION%
  640    NEXT
  650  GOTO670
  660  DATA89,4,89,4,109,4,109,4,117,3,1
21,3,117,3,121,3,117,6,0,3,129,6,137,3
  670  VDU28,0,31,19,0
  680  COLOUR128:COLOUR1
  690  PRINT TAB(0,31);STRING$(100," ")
  700  PRINT TAB(1,31);CHR$229+CHR$229
  710  PRINT TAB(0,31);SP$
  720  PRINT TAB(3,31);CHR$229
  730  PRINT TAB(4,31);CHR$229+CHR$229+C
HR$229+CHR$229
  740  PRINT TAB(0,31);SP$
  750  PRINT TAB(8,31);CHR$229+CHR$229
  760  PRINT TAB(0,31);SP$
  770  PRINT TAB(7,31);CHR$229+"   "+CHR$
229+CHR$229
  780  PRINT TAB(12,31);CHR$229+CHR$229+
CHR$229+" "+CHR$229+CHR$229+CHR$229
  790  PRINT TAB(2,31);CHR$229+CHR$229+C
HR$229+CHR$229+CHR$229
  800  PRINT TAB(0,31);SP$
  810  PRINT TAB(15,31);CHR$229
  820  PRINT TAB(14,31);CHR$229+" "+CHR$
229
  830  PRINT TAB(0,31);SP$
  840  PRINT TAB(13,31);CHR$229+"    "+CH
R$229+CHR$229
  850  PRINT TAB(1,31);CHR$229+"
"+CHR$229+CHR$229+CHR$229
  860  PRINT TAB(14,31);CHR$229+CHR$229
  870  PRINT TAB(0,31);SP$;SP$;SP$
  880  PRINT TAB(0,31);STRING$(20,CHR$22
9)
  890  PRINT TAB(0,31);STRING$(5,SP$)
  900  COLOUR1:COLOUR135:FOR Q=0 TO 23:P
RINT TAB(0,Q);CHR$230;TAB(19,Q);CHR$230:
NEXT:COLOUR 128
  910  COLOUR132:PRINT TAB(1,22);SAFE$:C
OLOUR128
  920  X%=64:Y%=928:SPX%=4:SPY%=20:DIREC
T%=1
  930  VDU5:MOVEX%,Y%:GCOL0,6:VDU228:VDU
4
  940  IF INKEY-98 AND X%>64 AND DROP%=1
 VDU5:MOVEX%,Y%:GCOL0,0:VDU228:VDU4:LET
X%=X%-32:VDU5:MOVEX%,Y%:GCOL0,6:VDU228:V
DU4
  950  IF INKEY-67 AND X%<1152 AND DROP%
=1 VDU5:MOVEX%,Y%:GCOL0,0:VDU228:VDU4:LE
T X%=X%+32:VDU5:MOVEX%,Y%:GCOL0,6:VDU228
:VDU4
  960  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN DROP%=0 ELSE DROP%=1
  970  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN PROCDROP2
  980  IF POINT(X%,Y%-36)=1 AND POINT(X%
+56,Y%-36)=1 AND SCROLL%<=8 THEN SCROLL%
=0 ELSE IF POINT(X%,Y%-36)=1 AND POINT(X
%+56,Y%-36)=1 AND SCROLL%>8 THEN PROCDIE
:PROCEND:RUN
  990  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN DROP%=0 ELSE DROP%=1:I
```

BOUNCER

```
F DROP%=1 THEN P=0
 1000  IF POINT(X%+16,Y%-12)=4 OR POINT(
X%+48,Y%-16)=4 THEN PROCFINITO:PROCEND:R
UN
 1010  IF POINT(X%+16,Y%-12)=7 OR POINT(
X%+48,Y%-16)=7 THEN PROCDIE:PROCEND:RUN
 1020  COLOUR7:PRINT TAB(SPX%,SPY%);CHR$
232;TAB(SPX%,SPY%-1);" ";TAB(SPX%,SPY%+1
);" "
 1030  LET SPY%=SPY%+DIRECT%
 1040  IF SPY%=23 OR SPY%=20 THEN LET DI
RECT%=-DIRECT%
 1050  COLOUR1:PRINT TAB(4,24);CHR$229
 1060  GOTO 940
 1070  DEFPROCDROP2
 1080  LET SCROLL%=SCROLL%+1
 1090  LASTY%=Y%:VDU5:MOVEX%,LASTY%:GCOL
0,0:VDU228:Y%=Y%-16:MOVEX%,Y%:GCOL0,6:VD
U228:VDU4
 1100  SOUND1,-15,100+P,1:P=P-5:VDU5:MOV
EX%,Y%+16:GCOL0,0:VDU228:MOVEX%,Y%:GCOL0
,6:VDU228:VDU4
 1110  ENDPROC
 1120  DEFPROCFINITO
 1130  RESTORE 1230
 1140  FOR LOOP%=1 TO 7
 1150    READ PITCH%,DURATION%
 1160    SOUND1,-15,PITCH%,DURATION%
 1170    NEXT
 1180  CLS:COLOUR15
 1190  PRINT TAB(4,8);"BRILLIANT!!"
 1200  COLOUR6:PRINT TAB(2,12);"YOU SCOR
ED-:";SCORE%
 1210  FOR WAIT%=1 TO 20000:NEXT
 1220  ENDPROC
 1230  DATA 61,5,53,2,49,4,53,3,49,3,41,
3,33,7
 1240  DEFPROCINSTRUCT
 1250  NAME$=CHR$(129)+CHR$157+CHR$135+C
HR$141+"          B O U N C E R
   "
 1260  PRINT NAME$'NAME$
 1270  PRINT'''   You control BOUNCER ,a
 beach ball    stuck in a factory chimne
y."
 1280  PRINT''   However, you must colle
ct 10 keys    before your time limit run
s out."
 1290  PRINT''   If you run out of time,
 or drop too  far, BOUNCER bursts and yo
u must start  again."
 1300  PRINT''   If you manage to collec
t 10 keys, youwill encounter the WAREHOU
SE .Beware !! There is only one way down
."
 1310  PRINT''   At the bottom, you must
 avoid the      SPIDER and finally escape
!"
 1320  PRINT'''TAB(7)"PRESS (SPACE) TO C
ONTINUE":REPEAT:UNTIL GET$=" "
 1330  CLS:PRINT NAME$'NAME$
 1340  PRINT'''         KEYS..."
 1350  PRINT'TAB(12)" Z.......LEFT "
 1360  PRINT'TAB(12)" X......RIGHT "
 1370  PRINT''':PRINT TAB(11,12);CHR$141
;CHR$131;CHR$136;"GOOD LUCK!";TAB(11,13)
;CHR$141;CHR$130;CHR$136;"GOOD LUCK!"
 1380  PRINT TAB(9,20);"PRESS (SPACE) TO
PLAY"
 1390  REPEAT:UNTIL GET$=" "
 1400  ENDPROC
 1410  DEFPROCTITLE
 1420  COLOUR1:PRINT TAB(1,1);"B":COLOUR
2:PRINT TAB(4,3);"O":COLOUR3:PRINT TAB(6
,5);"U":COLOUR4:PRINT TAB(9,7);"N":COLOU
R5:PRINT TAB(12,5);"C":COLOUR6:PRINT TAB
(14,3);"E":COLOUR7:PRINT TAB(17,1);"R"
 1430  ENDPROC
```

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C+VG MAP

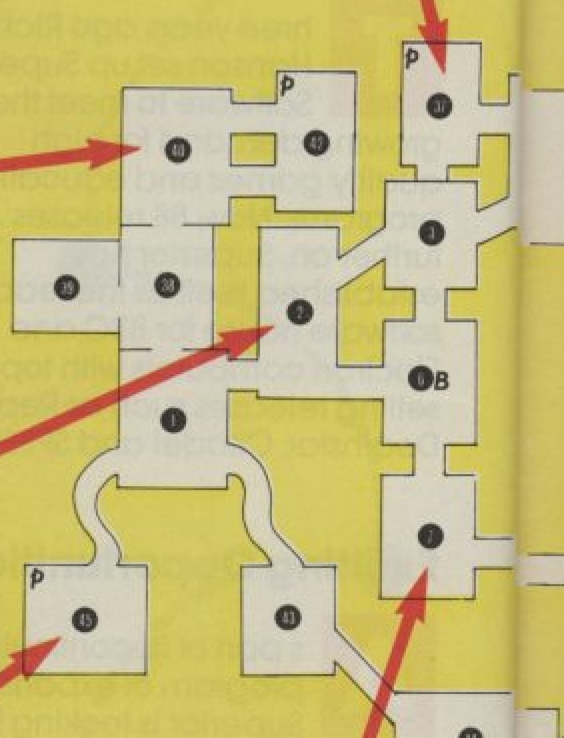
Make the French Connection with our exclusive Get Dexter map snatched from across the channel by our undercover Ideas Central operatives. Dexter is a super android on a top secret mission to save the earth by infiltrating the research centre which houses Zarxas — the galactic central control computer. Dexter has to contact several professors to learn parts of a special computer room code.

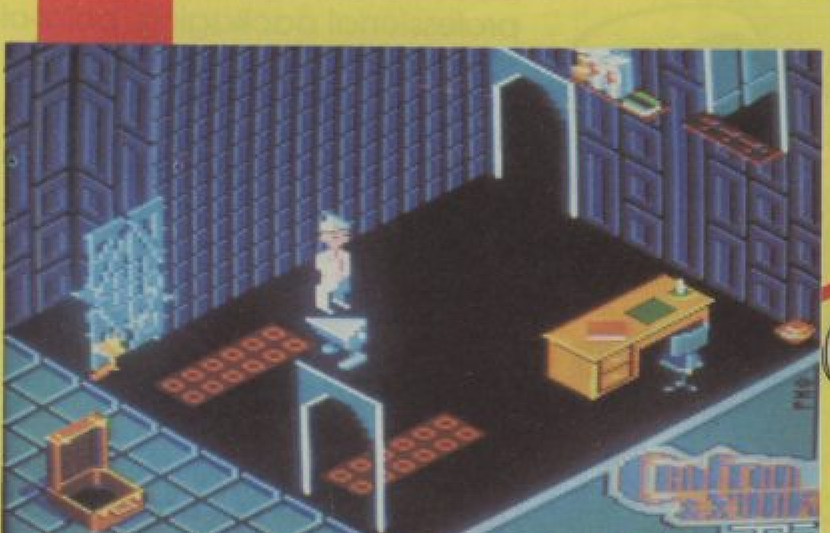
To help Amsters everywhere Get Dexter into the control room, we've smuggled out this photo-map of the game with the help of those nice guys at PSS.







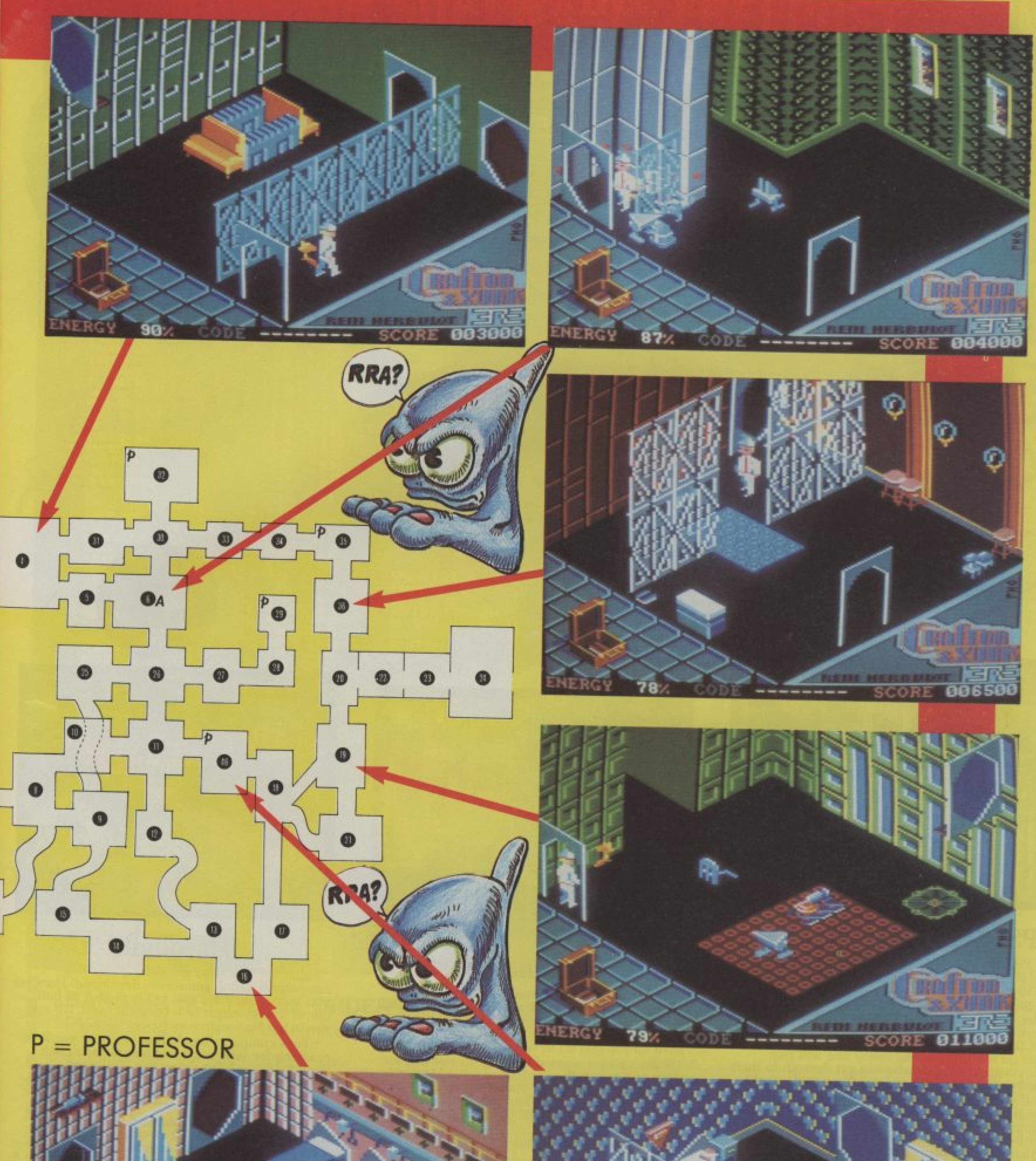












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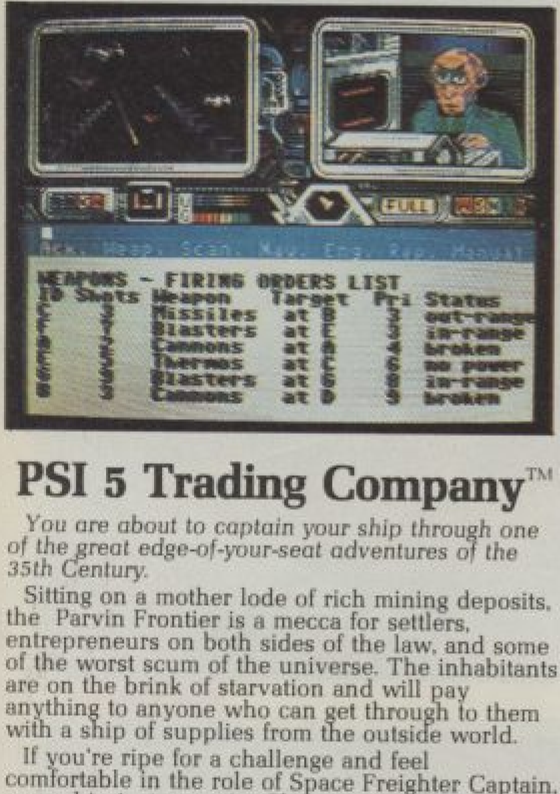
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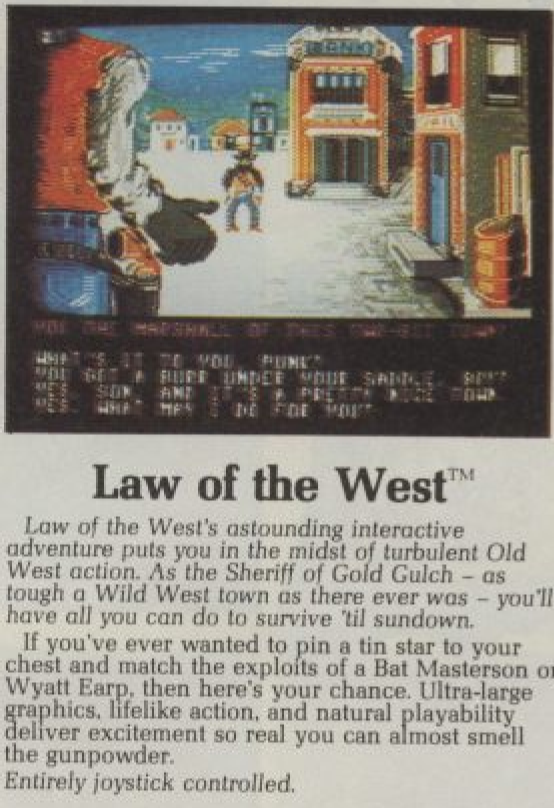
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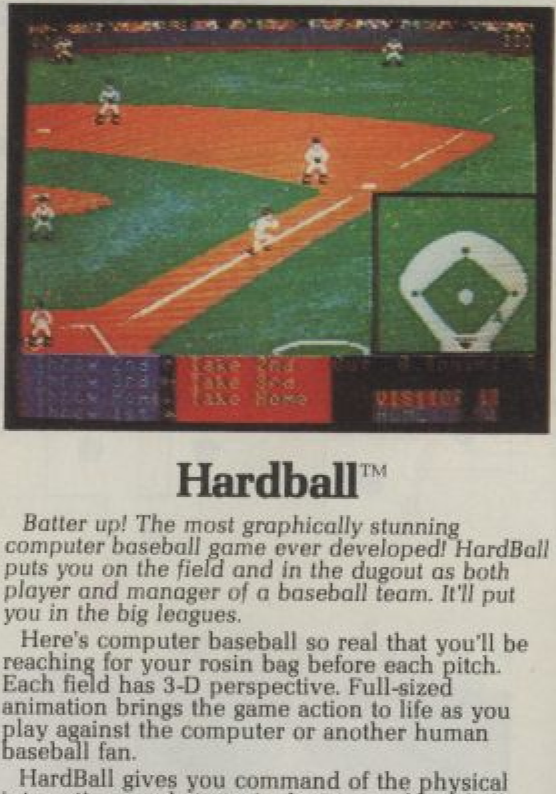


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Two, four, six, eight, who do we appreciate? Well, C+VG, of course. As the world is gripped by football fever, Simon Inglis proves to be on the ball with a special round-up of all the computer football games available.

With so much attention lavished on this month's World Cup in Mexico you might think there's enough football on our screens at the moment without harping on about football computer games.

But the fact is that although games manufacturers continue trying to milk the national sport — another three this year takes the total to over 20 — most of them aren't much more fun than a goalless draw at Arsenal. And very often the ones that are worth trying are the ones least publicised.

Take managerial games for instance. Everyone has heard of Kevin Toms' **Football Manager,** mainly because **Addictive Games** has a strong marketing instinct. Reported sales of over 150,000 make it easily the best seller in this field.

Yet its lesser known rivals are actually more challenging and amusing.

The Boss from **Peaksoft,** for example, with claimed sales of over 90,000. You must tackle realistic financial problems familiar to any soccer buff — like repairs from riot damage, rate demands from the council and so on, while favourable comments from pundits like Jimmy Hill play havoc with your team's morale.

But then the game spoils itself by allowing you to buy any player you want from your next week's opponents, a gambit not even tried by Malcolm Allison in his heyday!

The trickiest managerial game is **United** from **C.C.S.** which has horribly inflated prices for players — £2 million for a sweeper would deter even Ron Atkinson these days — but allows you to play clean or dirty on a scale of 1-10, and you can pitch in apprentices and sell them off for a quick profit.

Big League Soccer from **Viper,** which arrived last year, has clearer graphics but goes to the other extreme by undervaluing players — Gary Bailey for £25,000! Surely he's not that bad?

And what a tedious format. Playing 42 games per season may be realistic but it takes an age to play, especially as you have to select each team from scratch for every match.

Football Manager scores because it has a good balance of challenge and reward. If we're honest, no one would play any game for long if, like most football managers, you end up nowhere having won nothing all season.

With **Football Manager** you have to be pretty awful not to do well at beginner's level. Alone amongst the managerial games each match has its own graphic display. Others just show minute by minute scores.

The trouble with this however is that you can only sit back and watch the action — like a real manager — and after the first few matches it's tempting to keep nipping out for a Bovril or a pee.

None of the players ever get sent off or fined for drunken driving, which makes it all horribly idealistic.

The latest managerial game on the market is **Virgin's Official F.A. Cup Game,** which is great for a crowd to play — well, eight people anyway — but on your own is somewhat less demanding than finding room on the terraces at Torquay.

Once you've selected ten teams to manage, the only other decisions to make are to choose between three sets of tactics and in later rounds answer a few fatuous questions.

Meanwhile, in between rounds, the computer churns out a load of ridiculous newsflashes which are supposed to affect your team's morale. Flashes such as "There is no news about your team in the press this week" and "The club's oldest surviving player is 100 years old today." Big deal! Unless of course the centenarian is still playing.

But the biggest anti-climax is the Final itself. Having teased you with a rendition of *Abide with Me* and a picture of Wembley, once the Final is over the game stops — no cheering, no presentation, no wildly ecstatic graphics.

Now if you really wish to avoid excitement, buy **Liverpool** (mail order only), possibly the slowest and least rewarding game on the entire market and an insult to the name of that great football club. If, like Tommy Docherty, you can't cope with managerial games for very long, **Rothman's Football Quick Quiz,** with questions by the yearbook's editor Peter Dunk, is packed full of toughies, although the version I played had somehow managed to get all the categories mixed up. The non-League section was all about the FA Cup, and the European section was full of soccer trivia.

For sheer enjoyment I much preferred **Answer Back Sport** from **Kosmo,** which not only includes questions on cricket, rugby, boxing, golf and tennis as well as soccer, but also has two action games of soccer and tennis in between quiz rounds.

For this reason I can just forgive them for misspelling the name of Liverpool's immortal manager Bill Shankly.

A cheapie quiz game available by mail order from **Marksman Software, The Ultimate Soccer Quiz,** is ultimately rather simple and dull, which might explain why the makers felt bound to slip in totally irrelevant scoreflashes from a fictitious game between Spurs and Everton.

Of course the hardest part of soccer to simulate is the actual game itself — hard enough for real professionals nowadays — and in this respect some of the software



houses have come closest to scoring own goals.

Glenn Hoddle's Soccer from **Amsoft** offers routine entertainment but little more. It was far too easy just to walk the ball into the opponent's net — not one of Glenn's specialities. For no discernible reason the goalkeepers wore the same shirts as the rest of the team, a practice which was banned a mere 77 years ago.

The ball in **Bobby Charlton's Soccer** created by **D.A.C.C.** was so tiny, control was so hard and the instructions so lacking in one vital point that I had to turn to Bobby's very self-conscious message on the other side of the cassette for encouragement, before ringing the makers to find out how to proceed. If you too get stuck, the way out is by pressing Q twice.

World Cup Football, like the FA Cup game, is good for a whole crowd, especially those old enough to remember Bobby Moore, who is still featured on the cover. Hasn't anyone told **Artic** that Bryan Robson is the current England captain? Or that great footballing nations like Portugal and Hungary deserve inclusion rather more than Guyana and Tasmania.

A quick scan of the rule book would also inform Artic that a player cannot throw the ball in to himself.

Which is where Andrew Spencer comes in. He apparently knew nothing about football until he read the rule book and then proceeded to write **International Football** from **Commodore** which outscores its rivals in almost every respect. You can really hurl your keeper about the goalmouth, as well as getting your men to head the ball.

The graphics and sound are outstanding and the player's movements easily recognisable. My only criticism is that both teams wear black shorts.

International Soccer's closest rival is **Match Day** from **Ocean** which also sports good graphics and the Match of the Day theme tune.

Unfortunately the computer seems to play some odd tricks, the oddest being to make its players turn away from open goals and kick the ball into touch. This might just be sour grapes on my part however, since I seemed to be totally incapable of beating the computer in the tackle.

If you don't have a Commodore for **International Football, Match Day** for the Amstrad, BBC or Spectrum is the best of the rest.

Not all of us see soccer as a mere game however. There are some of us who delight in pouring over statistics and records, and some who use computers to help run their own leagues. Yes, people do still actually play the real game.

For such people two Spectrum programs from the **Spartan Sports Association — Club File and Tables** — are valuable aids.

I also liked **League Table** and **Champions,** both from **Football Follower,** which work out past form and list winners (useful for pools punters) and another Spectrum home-produced program called **Tables** which enable you to keep up-to-date records for the entire Football League and Scottish League, from **Football Software**.

I fear that none of these information packages will help you win a fortune on the pools, and I'm pretty sure none of them will make their creators very rich either. We'll leave that side of soccer to our boys in Mexico. Long may they be needed to endorse the next crop of football computer games.

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★ FOOTBALL MANAGER
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Tel: 0202 296404
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★ THE BOSS (also The Champions)
Peaksoft, 48 Queen Street, Balderton, Notts
Tel: 0636 705230
C64, 16, Amstrad, MX, BBC, Electron, Dragon, Tandy, Spectrum £6.95-£8.95

★ UNITED
CCS, 14 Langton Way, London SE3 7TL
Tel: 01-858 0763
Spectrum £6.95

★ BIG LEAGUE SOCCER
Viper Software, Eardley House, 182-4 Campden Hill Road, London W8 7AS.
Amstrad £6.95

★ LIVERPOOL
P. M. Corbishley, 212 Walmersley Old Road, Bury
Tel: 061-764 0229
Spectrum, Atari £8.45 (£14.95 Atari disk)

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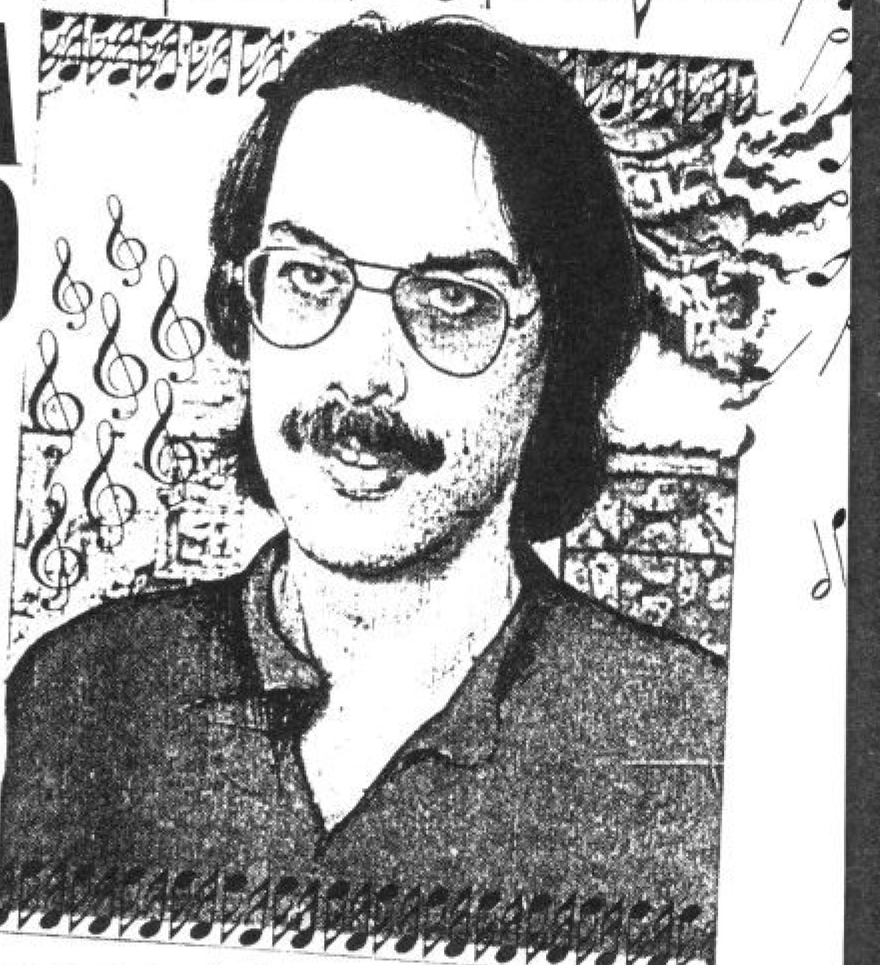
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*Simon Inglis writes on football for the **Guardian** and **Observer.** He has written three books on football and is currently the official historian for the Football League's Centenary History. His second book, The Football Grounds of England and Wales, has sold over 20,000 copies to date and has been widely acclaimed. His latest book, a history of British football scandals, has also aroused great interest. Both are published by Collins Willow. He writes on a BBC B computer and his record score at Hopper is 28,540.*





WAP-BOP-A-LULA A-WAM-BAM-BOO



Rarely rising before midday, C+VG jet-setter JIM DOUGLAS broke the habits of a lifetime and headed for parts unknown . . . Newcastle. Why? To discover the secrets of a man, a micro and his music.

I stood alone on the platform, which was shrouded in mist. I blinked away the dawn and boarded the train. I had all the necessary equipment. Notebook, tape-recorder and Geordie phrase book.

Three hours later I was confronted by the horrible realisation that I wasn't going to need the latter item after all. The people here actually spoke comprehensible English.

This, friends, is Newcastle. The basis of a thoroughly baffling cliche about "coals" and, more importantly, home of Mr Rob Hubbard — musician extraordinaire.

For the uninitiated, Rob is probably the man behind that infuriatingly catchy theme tune on your favourite arcade game. His list of game sound tracks are as long as your arm.

Rob's "workshop" is a large room with a back wall which seems to be constructed with very thick books. A brief perusal of the titles show they are not wholly unconnected with his programming.

Rob likes to get the "mood" of a piece of work. For a recent project he bought books and records on the subject of Russian Balalaika music, and for a karate game he worked on, he played the *Merry Christmas, Mr Lawrence* soundtrack incessantly, before realising it was "rubbish", and composing his own piece!

The name of the game for Rob is space. Sometimes he is given a handful of kilobytes to play around with. Other times, however, he isn't so lucky, and his tune has to go through several stages of compression before fitting into the ridiculous space left over after an extravagant programmer has finished.

His "brief" can be as vague as a few hopeful adjectives over the phone from a software house, or a couple of photos. Sometimes, he actually gets to see the game . . . !

One of his newer projects, *Master of Magic*, the excellent Mastertronic *D&D* game, contains a piece over five minutes long, yet Rob managed to fit it into 3K. How long would something like that take to program?

"About four days."

Solid?

"No. It'd be spread over — hopefully — about two weeks. Even so, it'd be four days of pretty hard graft.

"I like to work so that I can, like, do a certain amount and then leave it, and go back after a while to see what's wrong with it, and what's right with it. If you work in a long stretch, you lose your critical facilities. Know what I mean?"

Like any writer, Rob is a little protective about his work. Has a software company ever decided that his music isn't 'right' for a certain game?

"No. Reviewers have thought that, but nobody else!

"But you know what reviewers are like . . ."

His programs are all (of course) machine code, and extremely confusing to look at for the simpleton interviewer. He works with sub-routines and tables and raster interrupts.

This was all a bit beyond me — being something to do with 'fitting it onto the time it takes to cross the screen'. When visible, they make the Commodore look rather like a Spectrum whilst loading.

Rob's music is structured. The way he explained it made his system sound rather like Forth. One command branching to another, which, in turn, calls another and so-on.

When writing the tune, he works in 'chunks', rather than voices. He says that if you complete one sound channel, or 'voice' it's very hard to make sure the other channels are in time. If you do it piece by piece, perfecting each couple of seconds of music at a time, with all three channels going at once, it's easier to handle.

A word familiar to BBC users will be 'procedure'. This is how the 'Forth' idea works. It's really quite simple.

If your music is going to play the same set of notes more than once, write a procedure. It's easier to call it twice than to store the data twice. The more notes you fit into a procedure, the more space you save.

What with conversions, rushed deadlines and out-of-the-blue requests for certain items, it sounds like a full-time job.

"Well, I play in a band as well. Doing cover versions of other groups' records. I play keyboards. Doing clubs and that."

Which presumably helps to forget the computer for a while?

"Yeh. For a few hours I'm in a completely different place with different people. It's a break to get on stage and play with the band."

Rob works on at least a couple of projects at a time. When I was there, he had just about finished the theme for *International Karate* for System 3, and *Proteus*, for a company of the same name, in Norwich.

After searching through his disgustingly orderly box of discs, he loaded one — "You have to wait ages for this." — and gave me a demo. A fairly tame 'ching' started the tune, and then mixed with a 'woooo', a 'tcheee' and some others I can't spell, until the poor old Commodore was busting a gut and sounding eerily like a soundtrack for a rather up-market martial arts movie.

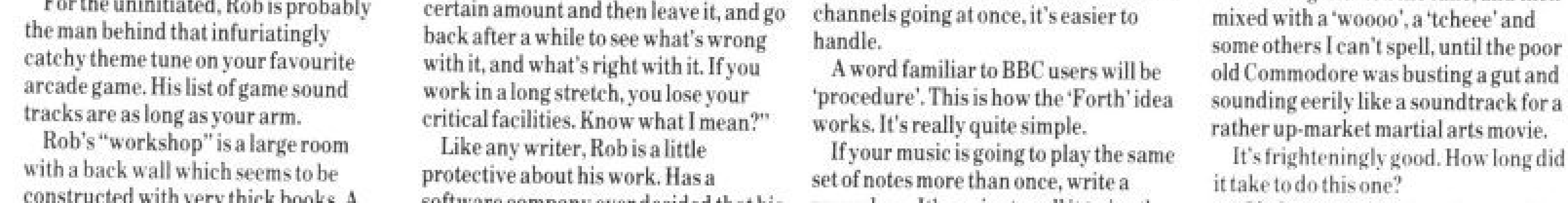
It's frighteningly good. How long did it take to do this one?

"Oh, I spent quite a long time on this, er, a couple of weeks."

With ideas for computer games being used up at a ferocious rate, I sat on the train home, wondering how long it will be before people start writing games around Rob's soundtracks.

THE ROB HUBBARD FILE

Favourite Food: *Steak & Kidney pie/ Lasagne ("a decent one . . .")*
Favourite Drink: *Coffee*
Most disliked TV show: *"Anything with Terry Wogan in . . ."*
Favourite TV show: *Fawlty Towers*
Favourite Music: *Chick Corea*
Favourite Movie: *Never Ending Story. "It was quite good . . ."*
Countries Visited: *Belgium/Austria/Italy/ Denmark/Norway/Sweden/Jersey*
Pet Hate: *Baseless "my computer is better than yours", 'debates'*



Heavy on the Magick



CONVERSATIONS WITH APEX



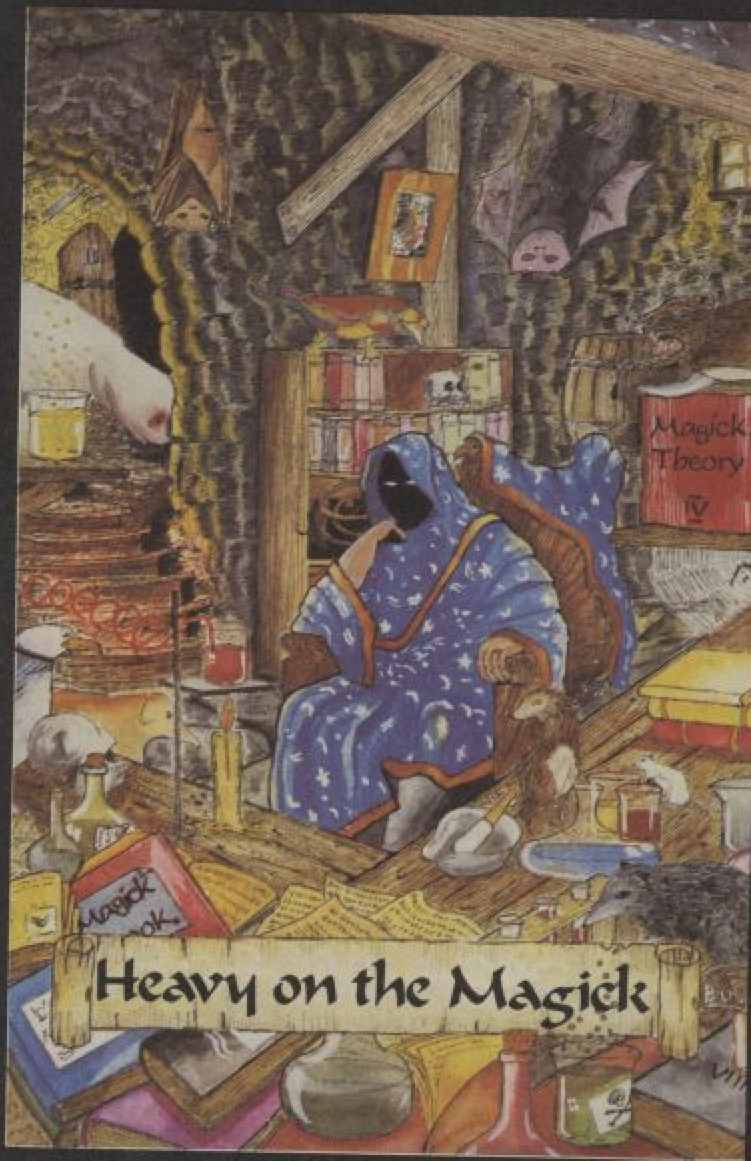
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We've got 50 **Datahits/Softwhere?** to give away thanks to **Mupados** — 25 for the Spectrum and 25 for the 64. All you have to do to get your hands on one is call up our special C+VG Datahit-line and idenfity the THREE tunes on the tape. Once you've done that just fill in the coupon and rush it to Computer + Video Games, Datahits Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th, the editor's decision is final, and normal C+VG rules apply. The number to ring is **01-251-5633**. Don't give up if you don't get through right away, this is an answerphone service and you'll have to wait your turn.

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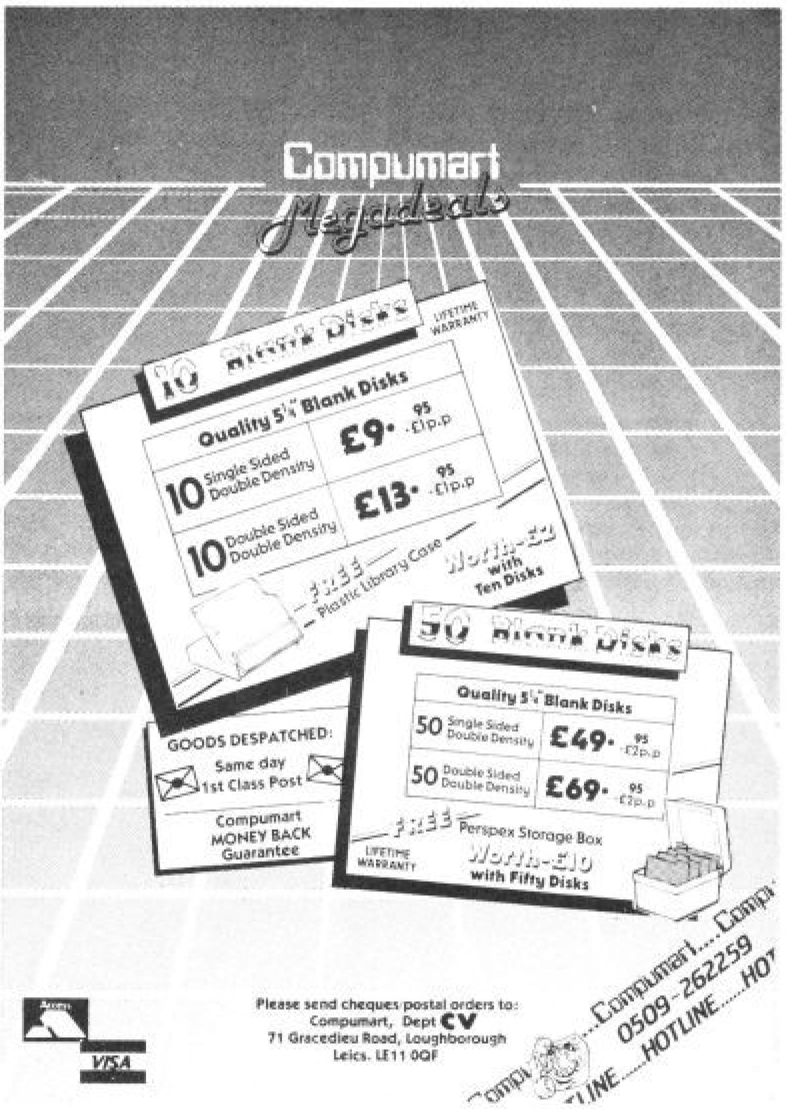
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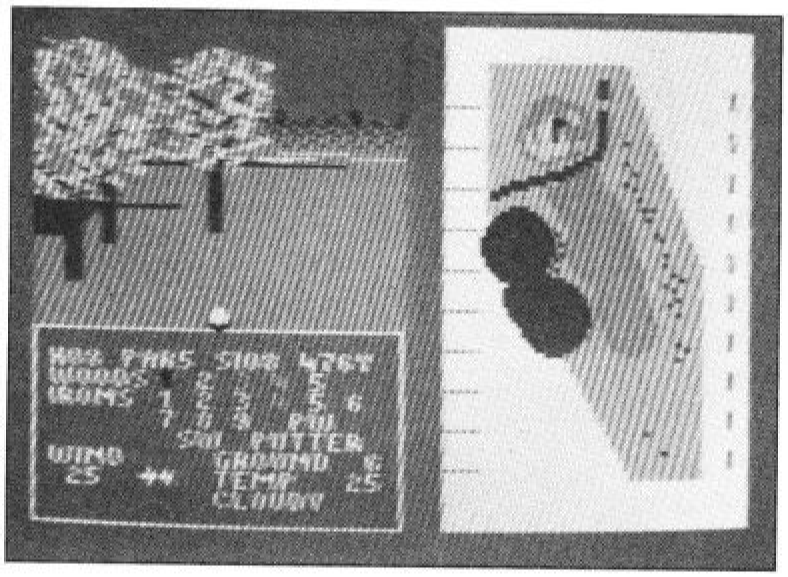
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EAST

East and West are separated by the mythical Iron Curtain and numerous ideological differences. But when it comes to creating computer entertainments, people on both sides of the great divide have remarkably similar ideas. Here C+VG looks at two well known software development teams in the USA and Hungary. California's glitzy LUCASFILM operation and ANDROMEDA SOFTWARE, behind the Iron Curtain in Budapest.

How do a bunch of programmers who've never seen a golf course, let alone held a golf club, create the ultimate golf simulation? C+VG editor, Tim Metcalfe, visited the Hungarian Andromeda Software team in Budapest to discover just how they did it.



Ariolasoft's superb *Golf* simulation has been under development for many months in different locations in and around Budapest.

Not that it had to be done in secret for fear of police raids on ideologically unsound programmers. It's just how the Andromeda operation works.

Groups of programmers work together on games designs using the Andromeda offices in a Budapest backstreet as a meeting place where thorny programming problems are hammered out with Andromeda boss Donat Kiss and his team.

The *Golf* group were just one of several teams of programmers developing games for Andromeda and the UK software labels.

Golf was the brainchild of games designer David Bishop who heads the Tigress Marketing concern, and Ariolasoft's Ashley Grey.

Their aim was to create the perfect golf simulation. Getting the game perfect has taken time. After all, C+VG first saw the game in a completely working form last September. It's taken since then to simply get the fine tuning of the program done to the satisfaction of Messers Bishop and Grey.

So how did the Andromeda programmers get to grips with a game they've never seen or even played? To begin with they were supplied with videotapes of the golf classics ferried over by David Bishop — who also supplied details of the courses, and even took a golf club and golf balls with him on one of his numerous trips to the Hungarian capital.

David had designed the game to feature four of Britain's top championship golf courses, including The Belfry, Wentworth Old Course, Sunningdale and Royal St Georges, Sandwich, plus a Golf Construction Program which enables the player to create his own course. Either something resembling a crazy golf course or their local course.

The programming team went to work on the design and came up with the superb simulation which was launched on an unsuspecting world last month.

The main problem areas appeared to be judging the power of the players' swing and how the ball bounced. Early versions were a novice golfer's delight. The ball flew for miles with just a tap of the club and the ball bounced around like one of those compressed rubber Superballs!

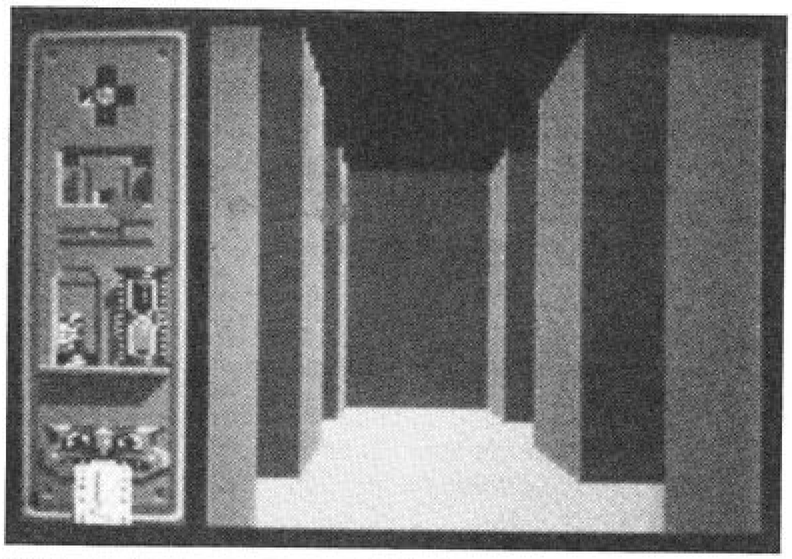
That's where the videos came in useful — giving the programmers a feel for the real thing.

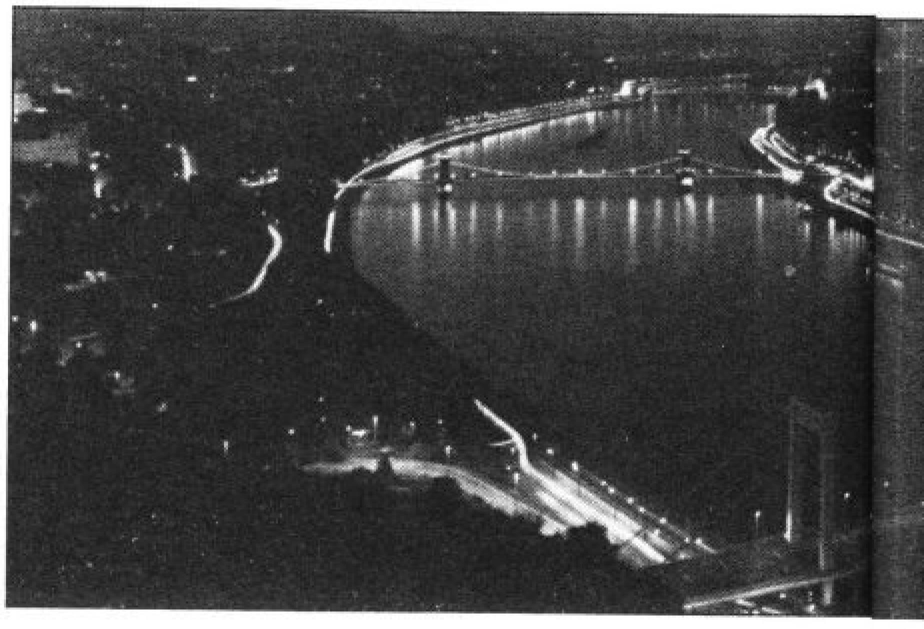
Golf is just the latest in a long line of games from the relatively unknown Andromeda team. Probably their most famous game to date came out of the collaboration between Domark and Ian Livingstone which created the adventure with the £25,000 prize tag called *Eureka!*

They also created games for the Creative Sparks label — *Bird Mother* probably being the best known — and the defunct K-Tel lable. Then came *Tour De France* an excellent simulation of the classic cycle race which was produced for Activision.

More recently the collaboration with Ariolasoft has produced the excellent *Wild West* graphic interactive adventure, *Starship Andromeda* a space strategy game, plus *Golf* of course.

Ironically there just isn't a games culture in Hungary. C16's





meets WEST

are used in schools — but the Commodore 64 is regarded a business machine and only used for games by very few owners.

This is probably due to the extremely high price of machines in Hungary. You can get a Spectrum but it will cost you in the region of £350-£400!

Computer shops are in evidence in shopping areas — some owned by the government and some by individual companies sponsored by the State. Novatrade, Andromeda's parent company, has recently opened a new computer shop which would look at home in London's Tottenham Court Road thanks to its hi-tech design and range of hardware and software available. But again its mostly business oriented.

One of the most interesting groups associated with Andromeda is Czasar studio. It was Czasar's team who produced *Wild West* and *Starship Andromeda* — and Mirrorsoft's *Ceasar the Cat* game.

Under the eagle eye of Czasar's the team are producing some interesting stuff. Like the animation system they use in their games which works a bit like a jigsaw puzzle. The computer pulls the bits of graphic it needs into the screen at the appropriate time.

Hungary has a long tradition in cartoon animation and the Czasar Studio is taking it into the micro-chip age.

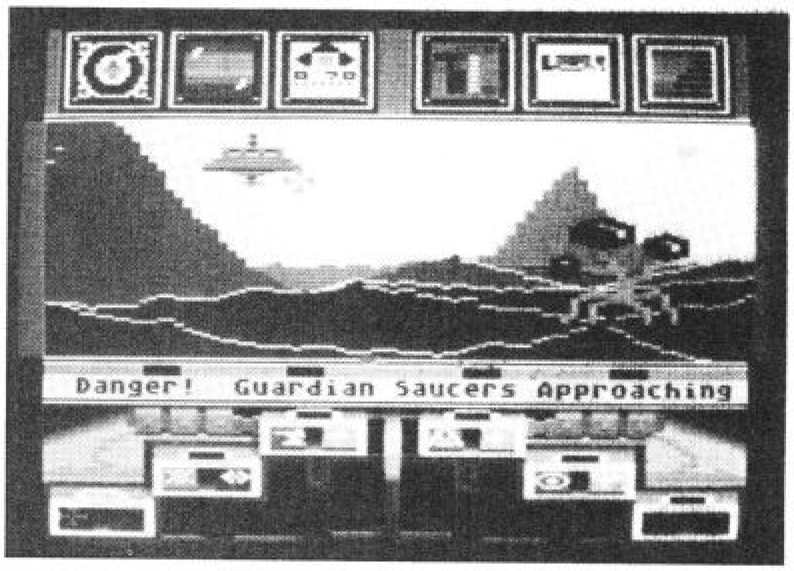
Like David Fox at Lucasfilm, Czasar is talking about games that are more interactive and that suck the player into an event or situation.

Great minds think alike they say — what could happen if East ever gets to meet West?

Horrible aliens and charismatic heroes. Space ships streaking across multi-coloured galaxies with their lasers blazing. These are just a few of the images that come to mind when you mention the name George Lucas.

Founded by the smash *Star Wars* movie his LUCASFILM empire is a company expert in stunning special effects and heart-stopping action. The same goes for LUCASFILM GAMES, a fully-fledged member of the LF family.

C+VG's American correspondent Marshal M. Rosenthal paid a visit to sunny San Rafael, California to discover a few secrets. He took the pictures too . . .



David Fox was so impressed by the special effects used in the movie *Star Wars* he decided that one day he would work for the company that created Lucasfilm. In September 1982 he was hired as one of the first programmers/games designers of the then very new Lucasfilm Games division.

Fox became involved in developing two new games to be marketed by Atari. They were to be "super" carts, 32K programs that fooled the Atari computers 16K limit for cartridges (a technique called bank-switching).

"The atmosphere was open with no set rules," says Fox. "We were free to experiement and play around."

The two projects became *Ballblazer* and *Rescue on Fractalus*. *Ballblazer* had a split screen with three-dimensional views to enhance a futuristic version of soccer. *Fractalus* flew you around a planet in search of downed pilots, fighting off gun emplacements, and even encountering aliens-in-sheep's-clothing!

Fractal graphics created quite a stir. Imagine, three-dimensional scenery which never repeated itself, yet was consistent and believable.

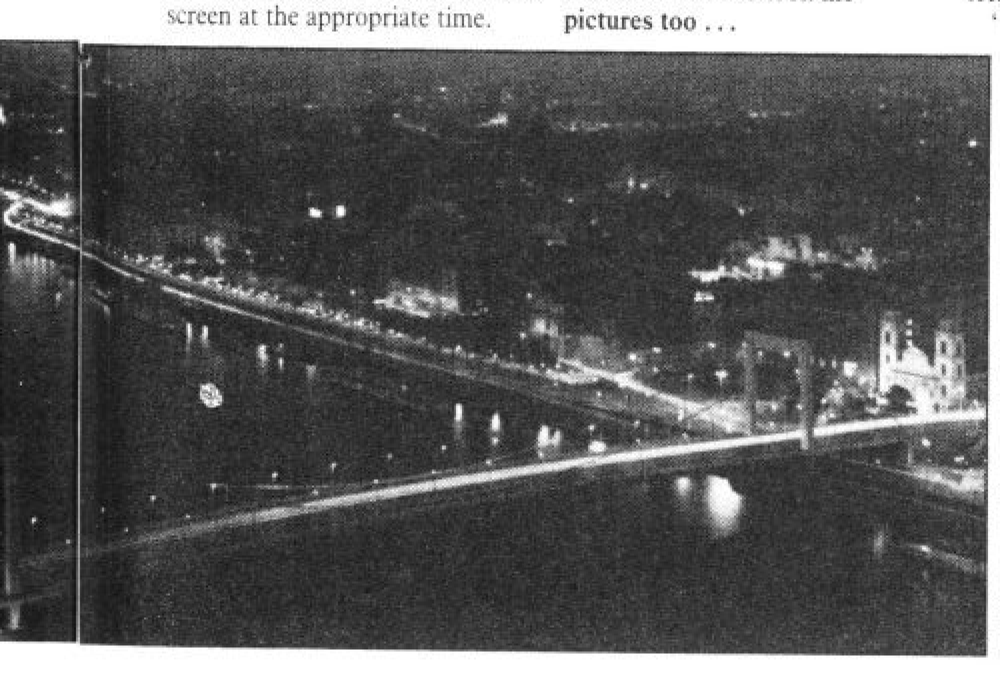
Atari was planning to release both programs sometime in late 1984, but then the house fell in. Atari went under, and both games went into limbo.

"What we did then," says Fox, "was coordinate with the Epyx company. We decided on a disk based product. Now we could use more memory for refinements like opening graphics and a high score table."

Fox mentions that a program goes through many changes before it is finished.

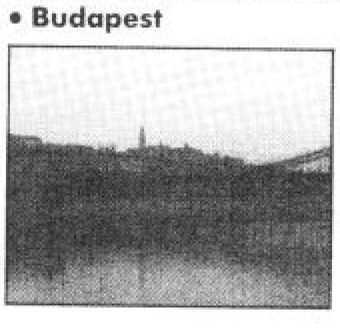
"George (Lucas) came in one day and saw something the rest of us didn't notice about *Rescue* —

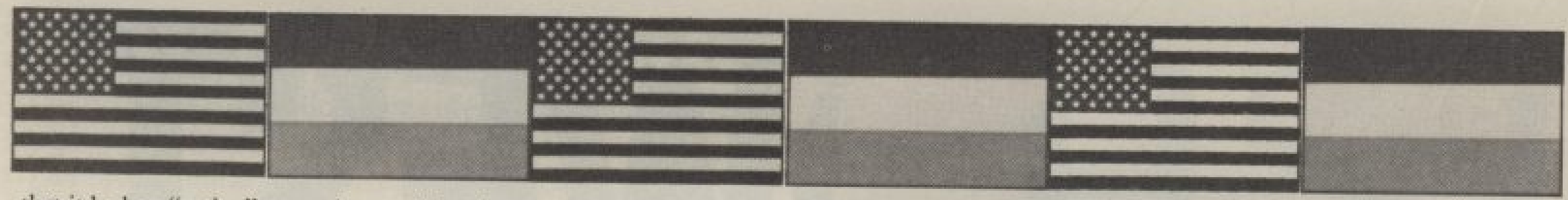
Continued on page 78





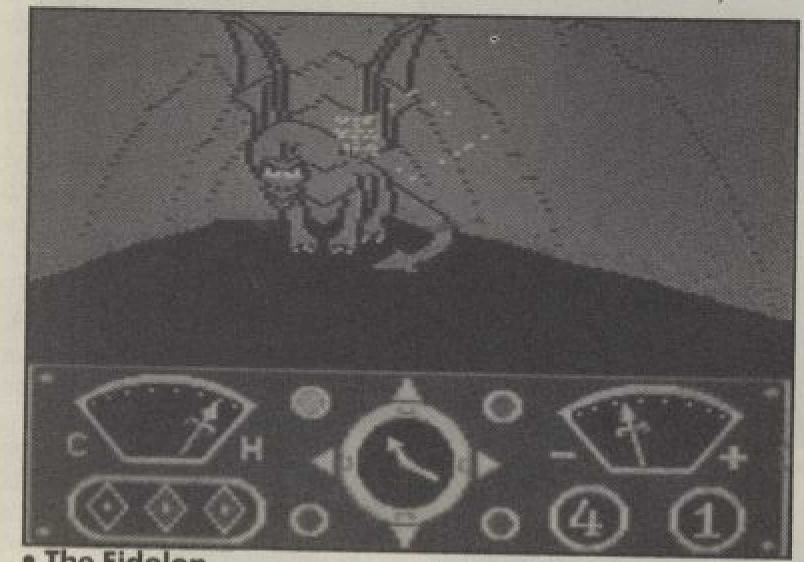
• Budapest





that it had no "action" to resolve. We were so excited about the flying effect, with all the mountains and sound, that we hadn't considered adding "shoot-em-up" elements. But by looking at the game with a fresh eye, we could see that the player needed to do more than just fly around. Though it is pretty neat! Having a weapons system improved the game play.

" Meanwhile, *Ballblazer* was almost finished, in fact it almost seemed that it leapt fully grown from concept to software reality."



• The Eidolon

New ideas becoming reality. You wonder about this as you enter the dusty old mansion, and peer at the crumbling diary left within a secret workshop. It reveals a world of wonder that can only be penetrated by a strange device, the *Eidolon*.

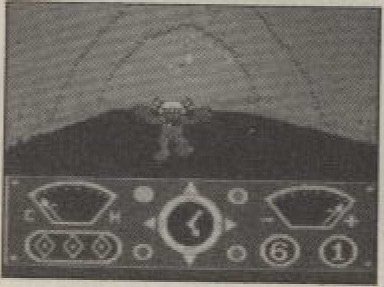
The machine sits there, adorned with ornate symbols and dials. Entering, you push the lever and are engulfed within a mesh of power as the room whirls and spins about. The dizziness ends to find you staring out at a seemingly endless cavern of tunnels and passages.

Strange balls of fire career off the walls, as colourful gems tempt your eye. A myriad of creatures pass by, some humorous while others seem not too friendly. And all the while there's the feeling that something is sneaking up behind you.

You must gather the gems and face the dragon of the cave, in order to move onward to the next level. How this is done is a mystery that each person must solve for himself.

The Eidolon is more than just fractals turned upside down. The walls twinkle with an intermittent light that evokes a sense of wonder. The program features a number of innovations, not the least being the music that plays during loading sequences — helping to remove that "waiting" syndrome.

But the most interesting of all is the large size of the onscreen characters. "We got tired of all those tiny, tiny figures," says Fox, "so we developed ACE (Animation Cell Editor). This program lets us create cell animation similar to that of hand-drawn cartoons. We can create "bits" of animation, like a

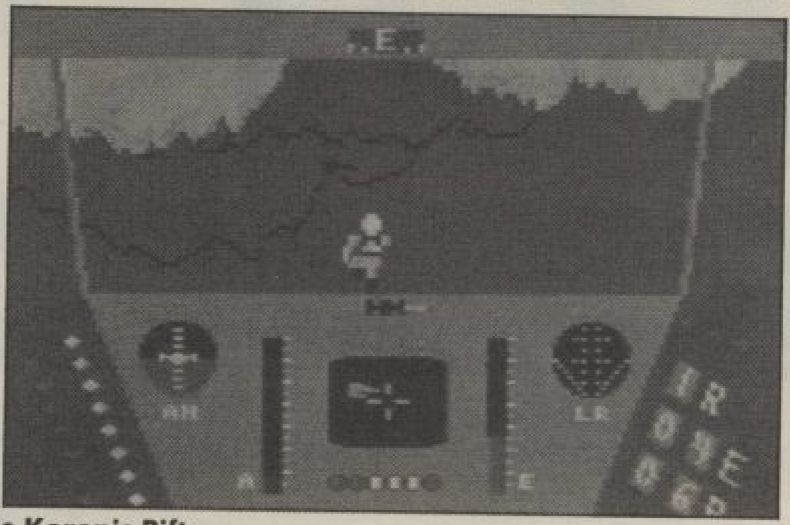


dragon's head, and merge it in place with other segments also animated. So the dragon can twist his neck, blink his eyes and move his wings all at once. Additionally, each animated segment moves along with the other sections for a fluid look."

Koronis Rift takes you out of the sky and puts you behind the steering wheel of a land rover. You are a space scavenger, searching the many levels of the fabled *Koronis Rift* for valuable deserted devices.

Pilot along zig-zagging terrain in search of artifacts, using the tech-robot to break them down into portable components. Bring back as many as you can to your ship, where a highly skilled robot translates the booty into cash, ship stores or systems to carry on the rover.

Sounds easy, but there's a catch.



• Koronis Rift

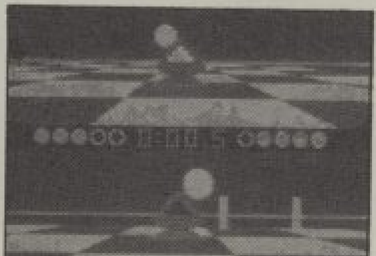
Protective devices flit to and fro on the planet, trying to fry you. Careful planning is necessary, for only experience can tell what equipment will lead to success.

"A number of changes were incorporated in *Rift*," says games designer Ron Gilbert. "We like what the fractual effect did for *Rescue*, but wanted the mountains to have a sense of distance, not just popping up on you. We created a better feeling of depth by having the landscape enlarge gradually." Gilbert notes that this realism is also enhanced by a shading technique they developed.

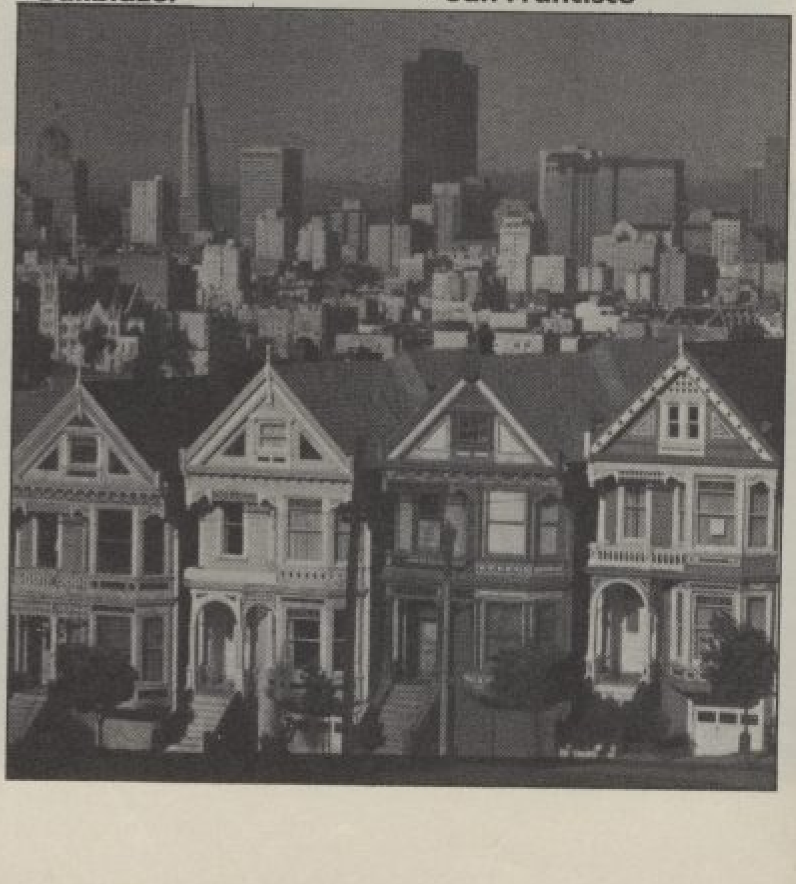
The game requires strategic thinking as well as a quick trigger finger. There are controls to monitor, directions to search, and artifacts to find and inspect. "We're very happy with the speed of the game-play too," Gilbert adds. "All that onscreen action requires a program that moves along as fast as your reflexes. *Rift* is really great."

New projects at Lucasfilm Games are shrouded in mystery. But C+VG can reveal that at least one new game is going to be based on a new movie starring an amazingly famous puppeteer. Watch these pages for more details nearer Christmas!

Author's bio: When not operating his commercial photography studio, Marshal M. Rosenthal is a journalist for a number of domestic and overseas publications.



• Ballblazer



• San Francisco



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I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)



Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

COMMODORE

G Elliott of South Shields has setn in this poke for Gremlin Graphics' Thing on a Spring. Once the pokes have been entered, you will not run out of oil when you touch any sprites and when a piece of puzzle, a switch or an oil can comes on to the screen you can pick it up. Rewind tape to the start and type LOAD"" when ready tape POKE1010,141: POKE1011,5: POKE1012,128
RUN
Loading will commence as usual then the computer will reset after loading. Type:
POKE 18001,255 Return
SYS 16384

To disable the lasers on levels two, three and four you should hold down these keys while on the title page T,H,I,N,G INST/DEL. From Simon Hegarty we have pokes for Strangeloop and Who Dares Wins on the 64.

Strangeloop

Load as normal, then start game and get onto save game position and press run/stop restore. Now enter these pokes.
POKE 45486,173 for infinite lives.
POKE 44217,173 for infinite fuel.
SYS865 for restart game.

WHO DARES WINS 1 and 2

```
10 PRINT CHR$ (147)
20 FOR A = 272T0306:READB:
POKEA, B: NEXT A
30 SYS272
40 DATA 238, 32, 208, 169, 1,
170, 168, 133, 183,
50 DATA 32, 186, 255, 169, 0,
60 DATA 32, 213, 255, 169, 76,
141, 209
70 DATA 3, 169, 102, 141, 210, 3,
169
80 DATA 254, 141, 210, 3, 76,
174, 2
```

Make sure there are no errors then type RUN (return). When the program has loaded enter these pokes:-

Who Dares Wins 1
POKE 5748 — number of lives 1-255.
POKE 5569 — number of grenades 1-255.
SYS 16384 to start.

Who Dares Wins II
POKE 5702 — number of lives 1-255.
POKE 5513 — number of grenades 1-255.
SYS 16384 to start.

SPECTRUM

Commando pokes for the Spectrum comes from David Warner of Temple Cloud.

```
10 CLEAR 40000
20 LOAD""CODE: POKE 65524,
201
30 RANDOMIZE USR 65485
40 FOR X = 23296 TO 23312:
READY: POKE X, Y: NEXT X
50 DATA 33, 255, 254, 1, 206, 0,
126, 238, 170, 119, 35, 11, 120,
177, 32, 246, 201
60 RANDOMIZE USR 2329
70 POKE 65441, 239: POKE
65442,254
80 FOR X = 65263 TO 65278:
READY: POKE X, Y: NEXT X
90 DATA 62, 0, 50, 253, 236, 50,
254, 236, 62, 200, 50, 131, 121,
195, 199, 255
100 RANDOMIZE USR 65279
```

Type this in before you play the tape. When you have finished typing it in press Run and Enter then just start the tape as normal.

AMSTRAD

Richard Alpin, who is better known as Gremlin to readers of Ideas Central, has sent in this poke for *Soul of a Robot*. It will allow you 255 lives, you won't die when you fall too far and best of all it will allow you to jump in mid-air. To save time put it onto a blank tape. Rewind the tape and run the listing at the bottom of the page.

Overdrive

Before loading the game type, 7&FE45=10, giving almost triple the score.

VIC 20

The following routine running on the unexpanded Vic 20 will allow players of DUCKSHOOT to obtain infinite bullets.

```
10 on error goto 20:openin ""
20 call &bc65:ink 0,0:border 0:ink 1,24:ink 2,12:ink 3,6
30 ck=0:for t=&3050 to &8160:read a$:poke t,val("&"+a$):ck=ck+peek
(t):next
40 if ck<>24377 then print "ERROR!":end
50 locate 1,10:mode 1:call &3050
60 data 21,50,80,11,50,00,01,56,01,ED,B0,C3,5E,00,21,C3,00,7E,E7,
28,06,CD,5A,BB,23,18,F6,06,00,3E,01,CD,6B,BC,11,00,30,CD,77,BC,21,
E3,03,CD,83,BC,CD,7A,BC,DD,21,5F,01,CD,EB,73,DD,21,65,01,CD,BB,03,
3E,FF,32,01,09,21,F1,15,CD,BA,00,21,9A,16,CD,BA,00

70 DATA 21,22,08,CD,BA,00,21,2A,01,11,B5,1D,01,1D,00,ED,B0,21,48,
01,22,86,1C,C3,00,07,36,00,23,36,00,23,36,00,C9,53,6F,75,6C,20,6F,
66,20,61,20,52,6F,62,6F,74,20,43,72,61,63,6B,65,64,20,4D,43,4D,4C,
58,58,58,56,49,20,62,79,20,20,20,20,47,52,45,4D

80 DATA 4C,49,4E,2E,20,20,47,72,65,6D,6C,69,6E,20,63,72,61,63,6B,
73,20,74,68,65,20,67,61,6D,65,73,20,6F74,68,65,72,68,61,63,6B,65,
72,73,20,63,61,6E,27,74,20,72,65,61,63,68,21,00,0A,00,0F,02,43,52,
41,43,4B,45,44,20,42,59,20,47,20,52,20,45,20,4D,20

90 DATA 4C,20,49,20,4E,20,20,0F,01,AF,01,02,7F,3C,80,00,EE,1F,F6,
40,ED,49,ED,79,57,CD,1B,BB,7A,30,EE,C9,FF,3F,FE,FF,40,9C,1C,A2
```



VERFIY the loader and then LOAD in the main part. Now enter POKE 5611,40: RUN. The bullet eating ducks will not cause any more trouble, as you will have an endless supply of bullets. Thanks to Mario Richard of Rochdale.

HELP

Leon Mooney of Greenock needs help on three games. On *Rambo* he wants to know if it is possible to escape from the POW camp and get killed finding himself back inside again? *In Back to Skool*, how do you persuade the frog to enter the cup in the girls' school and finally on *Frank Bruno's Boxing* he would like to have the codes for boxers four-eight.

John Melling of St Helens has had *Knightlore* for the last 12 months and would like to know of any pokes.

Finally a reader from Kent would like some help on *Jet Set Willy*. He has had the game for a few weeks and can't get very far due to the fact he doesn't know what the codes are. Can anyone help? He has the Commodore version.

STRIKE FORCE HARRIER

Some help from Mirrorsoft for would be pilots who cannot locate and destroy the enemy HQ.

Do you keep getting a red screen even though you are completely under control and your landing sites are secure? Could be that a mountain got in the way. If you are anywhere near a mountain and go into a steep dive or turn, the collision detection equipment can start to malfunction. So be careful.

Don't perform steep dives or turns in the vicinity of mountains until you have got to know your limitations. When calling up a landing site, you don't get the "Over GS" message, take off again vertically. Then use the homer to locate the exact landing site and land again. One last piece of help — it must be a vertical takeoff as you are on unprepared ground . If you need any more help here is a Harrier Hot Line 01 377 4837.

SAMANTHA FOX STRIP POKER

David Mason has been playing poker non stop with *Samantha* even since he bought the game and finally managed to beat her!! Here he tells you what happens with the following amount of Sam's pounds:

1045 She is wearing everything.
845 — takes off her gloves.
645 — she has her dress on.
445 — she removes her dress.
245 — she undoes her bra.
45 — she goes topless.

One other hint is if you are certain that you are going to win then bet as much as you can. Sam mostly goes for straights when she has got the chance.

FAIRLIGHT

First of all take the scroll near the start, and then pick up the crown from the top of the doorway (you will have to stack some objects to reach it). Now go back to the chequered room which contains a throne, avoid the monk and push the nearest panel to reveal a hole which contains a cross and store this somewhere safe.

Go to the caves and search the walls using the crown, this should open an invisible door which leads to a blue tomb room. Move the body and push one of the panels on the top to reveal a help, fall down the hole and you will be in a white tomb which contains the book of light, take the book and use the scroll. Store the book along with the cross.

Now you must collect two potions. The first is in a chequered room with two whirlwinds, the second is in a room with whirlwinds and a monk — freeze them with a hourglass and then get the potion. Taking the cross, potions and book of light, go to the outdoor location with carnivorous plants and kill the guard, take his key. Enter the tower and pass the monks by dropping the appropriate objects in front of each monk and pushing it into him. At the top of the tower you will find two nasty guards and a locked trapdoor which will be opened by the book of light.

Go through the trapdoor to find a room with the Wizard tied to the wall and a key. First take the key and go back to the exit, drop the book of light nearby and you will see the wizard change to a Monk. Quickly drop down the hole and make you way back to the beginning, where the key you have just found will open the double doors and you have completed the game. Thanks to J Blakeley of Leeds.

YIE AR KUNG FU

Here is a poke for the BBC B version of *Yie Ar Kung Fu* sent in by V. Spanner. Type in the following: 10*LOAD"YIE1" 20*LOAD"YIE2" 30?&11C4=&14 (you can change this to allow more energy) 40PAGE=&5200 50*RUN YIE 3. Save this as "YIEO". Load Yie-Ar and YIE-AR normally. Then load the above program and then the rest of the game normally.

And now to the game itself.

Bunchu — To get past him jump to either end of the screen and wait for him to fly at you. Jump so that he does not hit you and punch and kick him. Keep kicking and punching until his KO has gone.

Star — To beat her you must jump so that you are in front of her. She cannot hit back if you stay close. Only attempt a kick when she has one block left.

Nuncha — Switch to kick mode as he is dangerous when he swings his sticks.

Pole — He is one of the easiest. Just keep kicking him.

Chain — He is the hardest to kill. You must wait till he is swinging his chain around his head. Jump on hm and then start kicking and punching him. Jump back before his chain gets you.

Fan — Similar to Star.

Sword — Watch out for his sword.

Clone — Very hard to beat. Pull out all your punches for him.

ZALAGA

To get extra lives (up to 255) *LOAD the main section of code, located after the title page programme, (This might be a bit difficult for users new to the BBC system as the code is LOCKED for protection against piracy, so a routine to unlock it will come in handy here.) then enter ?&301B=&FF and CALL &4522. This will give the maximum number of lives, 255 or &FF, but this can be changed to any other number below 255 if you don't fancy playing all day.

MR. EE

To make yourself invincible LOAD the first programme in the normal way (LOAD""), then list it. Type REN. and then enter this line, 95 ?&1ECB=&EA. Now all you have to do is type RUN and the programme will continue in the normal way, only the loading title page won't appear, and when you die you get an extra life to replenish the lost one.

Another one for the BBC B from Stephen Coventry, for infinite lives on *Ghouls*. Type in Page = &2200, then LOAD"GHOULS2". Once loaded, type in List 35' change where to LI=99999. Then List 60. Edit the line changing FOR F=0 to 32 STEP 16: (etc) then List 2055. 2055 NEXT and finally LOAD"???"

A cheat move for *Three Weeks in Paradise* from Nick Gitsham for the Spectrum. Make Wally lose one life and while he is dazed on the floor hold down the keys Symbol Shift, P and D simultaneously to give infinite lives.

Melissa R



C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of *C+VG*. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?

Comment

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What do you think of the news and Hot Gossip?

Comment

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comment

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Is the Dear Bughunters column and telephone service useful? YES/NO

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Are the hints, tips and pokes useful? YES/NO

Comment

LISTINGS

Are the program listings interesting to you? YES/NO

Comment

ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

Comment

ADVENTURE

What do you think of the Adventure pages?

Comment

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comment

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comment

HOT SHOTS/HALL OF FAME

Could these two features be improved YES/NO

Comment

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read?

MAPS

Are these useful? YES/NO

Comment

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

Comment

Is there anything you would like to see in the magazine that isn't in now?

What other computer magazines do you read?

Besides computer games, what other hobbies or interest do you have?

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Atari 800, 410 recorder, and joystick, basic cartridge, some software and manuals all boxed as new. Bargain at £60 ono. Tel: (evenings) Beaconsfield, Bucks 04946 6561.

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Pen palsneeded. I am looking for pen pals who like swapping games. I have over 300 Spectrum games. Write to: Mark Allan, 20 Holmer Green Road, Hazelmere, High Wycombe, Bucks. HP15 7BL. New titles every week.

Spectrum 48K, mint condition with over £450 of software, joystick. Cursor joystick, data recorder and Extra's, 2 programmable interfaces. Costs £670 take £280. Also a modem which gives access to all mainframe terminals cost £100. Take £49. Ring Jon on Ingrobourn (Essex) 74289.

BBC B for sale, complete with a built in Acorn DFS, interface, Acorn data recorder and lots of software, and a dust cover and leads. 45 fun games plus 6 educational games and 2 books full of listings and some blank tapes. All worth £875 selling for £450. For more details contact Downland 55433.

C64 user wishes to exchange programs and tips with people all over the world. Send list to Graeme Muir, 32 Bracken Street, Glasgow, G22 6LY. All letters replied to.

C+VG ADVENTURE NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

C+VG READERS TASTELESS . . ?

C+VG readers have no taste! And that's official. This, anyway, was the news story carried by **Micronet 800**, the "magazine" within Prestel. Reporting on the **C+VG Golden Joystick Awards** ceremony, Micronet commented: "The aging comic's readers displayed their usual lack of taste in plumping for **Commando** by **Elite** as the arcade game of the year."

The adventure awards — **Red Moon** from **Level 9** was voted Adventure of the Year — came in for a special mention: "The judges pointed out that although the adventure (Red Moon) did not perform spectacularly in the charts, it still managed to get a personal rating of ten from C+VG reviewers . . ."

What judges? C+VG's readers decide who gets the awards in postal ballot! Come on Micronet — get your facts right.

SECRETS OF THE CAVE REVEALED

The unbelievable secrets of the little twisty passages of **Colossal Caves** are about to be revealed by those busy lady teachers from St. Bride's. **The Very Big Cave Adventure** is released by CRL.

Watch for our review! Also from CRL, comes an Amstrad version of the spoof Delta 4 game, **Robin of Sherlock** (reviewed C+VG April) priced £7.95.

MORE FROM MOSAIC

Snow Queen, originally to have been released by the ladies of **St Bride's School** some months ago, will be in the shops during May under the **Mosaic** label. At £9.95, this illustrated Quilled adventure, will be available for Spectrum and Commodore 64 initially, with an Amstrad version to follow.

Mosaic's summer titles will include **Story of the Amulet**, based on the book by **E. Nesbitt**, and written by the **Ram Jam Corporation**, and **Growing Pains of Adrian Mole, from Level 9**. The new Mole will, says Mosaic's Vicky Carne, have more decisions for the player to make than the original game.

DELTA 4 SILVERSOFT SPLIT!

What's this? The wacky guys at Delta 4 have decided to go it alone and split from their business partner Silversoft.

Rumours are rife as to the exact circumstances of the split. Delta 4 make it sound somewhat complex.

In fact, the departure of the two companies seems to be a good opportunity for a reminder of their products. Who needs reminding of the wickedly funny **Bored of the Rings?** Apparently Delta 4 seem to think so, as we are reminded of this and, more blatantly, **Robin of Sherlock**.

The games will still be available. They have been re-launched by Delta 4.

However, just in case you thought you were going to be able to get back to some fairly normal adventuring, Delta 4 plan to return with **The Boggit** . . ! Watch out!

MAILBAG

● A funny thing happened to Bilbo on his way to Smaug. He was trying to get Thorin into the barrel (and stay there) when two goblins entered and captured him. They captured the elf too, who then captured Bilbo which sent him back to the elf's dungeon where the goblins were waiting to capture him, etc.

This could have gone on forever, but Thorin got fed up and killed the elf. Thorin then decided he didn't want to go back to the elf's dungeon, and wouldn't go back through the magic door when Bilbo got him back there.

If there is a prize for the strangest unforseen program event (that isn't a crash) then it must go the disk version of *Hobbit*. The cassette version never did this!

K.G. Taylor,
Brecon

● Here is an offer you can't refuse. The fact that you give away t-shirts had never entered my thoughts before I read a recent issue. It was only reading the drivel you printed from a loony from Gwent, that I realised that such things existed.

Brown paper bags from Tesco's indeed! Only complete idiots don't know that Tesco's bags are white. If I were you, which I'm not, thank goodness, I would send him a brown paper bag and drop some potato salad in first, just to teach him a lesson!

But I digress. Send me a t-shirt, oh confused one, and I promise faithfully to send you a picture of myself wearing it!

Shock! Horror! Probe! Is The Fiend about to be unmasked? The answer lies in your own sweaty palms.

Shh. Yu no hoo!
Faringdon.

Keith's reply: OK — I've wiped my sweaty palms on one, and popped it in a jiffy bag! Try not to crack the lens, won't you?

● I was very interested to read your Pawn feature. The graphics must be really special to get the "Text-Only-Adventurer" raving about them. It's a shame that few users will have the opportunity to see the pictures, but with a command interpreter and location descriptions as good as you made them sound, it more than makes up for this!

I'd be interested to know when the game is going to be released on the CBM.

Des Gunn,
Hounslow.

Keith's reply: Thanks for your letter, Des. We'll report any news of the release of Pawn in the column.

● I've been in your honours list (for giving clues) three times, so don't I get a t-shirt for all the clues I've sent over the years?

At home, I've got my own book full of tips I've collected and I'm well known at school as the Walking Helpline.

I've had kids knocking on my door asking for help, as well as grown ups — that's fame for you!

Jason Nicholls,
Bradford

Keith's reply: Sorry Jason, you're quite right, you deserve a t-shirt! Seems I've been taking you for granted too long. And you're just the sort of person who should think of entering for the title of C+VG's Adventurer of the Year. See next issue!

C+VG ADVENTURE HELPLINE

HELP ME PLEASE!

Languishing in that favourite of adventurers' places, a dungeon, is **Jonathan Lee**. He tried to kill a princess. Serves him right! Mugging princesses in an occupation likely to get us adventurers a bad name! If anyone can get him out, Jonathan promises to turn over a new leaf. The game is **Adventure**, by **Micropower**, and played on a Beeb.

Andrew Bethel of Walsall, has come up with some **Ultima 3** clues this month, but also seeks help further on in the game. He is trying to find the Lord of Time, and the Mark of the Snake.

What, I ask, is **Iris Storey** up to, trying to get into a gents' toilet? Assuming she was really desperate, I helped her across the road, and prayed that I was not too late, in her **Pub Quest**!

The answers to **Mrs McKinnell's** plea on **Fourth Protocol**, has come from **Cpl D W Marshall** of BFPO 39. Proof: Fingerprints. Traitor recruited: False Flag. The rest are in the translation department in the University, to find out what SVETOFOR means," says **David Stinson** of Smethwick.

Mark Ivess lives in Gisbourne in New Zealand, and has been a C+VG reader since the second issue, back in 1981. And he is stuck in **Asylum** — who isn't?! He's got pills from the sick inmate, and that's about it! **The Institute**, from the same stable, is also baffling him. Having got the scalpel and piece of mirror, he can't leave with the bottle.

Also in New Zealand, is Andrew Dame of Wellington, who cannot open the treasure chest in **Zim Sala Bim**.

Nearer home, in March, Cambridgeshire, there is a bean crying out for water, and **Ian Fleming** isn't giving it any! Who can save us having to send him a bottle of Perrier, and help with **Ring of Power**?

"It's all a question of tickets," explains **Neil Davies** of Wirral, in reply to **Mark Evans'** problem in leaving the **Emerald Isle** beach. "He must have got there by train, and that is the way he must return. The best thing to have, of course, is a season ticket. On the other hand, if he wants to get through the spider's cave at the end of the beach, he should examine the stands."

What must it be like to be a lone adventurer, with no-one to discuss your problems with? That's the problem facing Neil, who continues: "Sorry to go on so, but no-one else in my family plays adventurers, so I've got to tell somebody!"

Come on, the Davies family — give it a try, that's an order!

A family that DOES join in, are the **Lilleys**, of Belfast. Robert sent me a rundown of part of **Worm in Paradise**. "These clues were made possible by many hours of hard work. My Dad did most of it, so blame him if they're wrong!" Hmmm! Thanks a lot, Robert's Dad!

Stephen Mulcahy of Co. Limerick cannot kill the wizard in **Sinbad and the Golden Ship**. Any help with this, or how to get the data to save for part two would be welcome, says Stephen.

Mrs Quinn has come to the rescue of fellow **Macbeth** player **Ann Stevens**. Her message is simple: "Go jump in the pond, Ann." But before you do that Ann, could you let **R. Jennings** know how to get a mummy out of the sarcophagi in the previous scene?

The **Macbeth** quest continues, with **R. Guest** of Sheffield desperately in search of herbs in part two, and not knowing who lies like truth in part four.

Hey, what's that buzzing sound? It's **Peter Jones** of Caterham, trying to get on a bus with little success in **Zzzzz**.

What's this, computer games in a jumble sale? Bound to lead to trouble — as **Andrew Rust** of Cambridge discovered, when he tried to get into Castle Oops in Hewson's **Quest**, one of the games in his job lot! This problem was having its heyday well before I started recording clues on the database! Open South seems familiar, but is there more to it than that?

A tramp and a Black Guardian are holding up Neil Tilleyu of Mitcham. In **Pub Quest** he is looking for things to give the tramp, whilst the Guardian is causing him untold misery, in **Seeka of Assiah**.

And finally, what is the password needed by the Droid, in **Mordon's Quest**? Somebody? Anybody?!

NEVERENDING MOANS!

Well, you can't win 'em all! A letter of disgust at my **Neverending Story** review came from Mr. P. Crispin of Dubba in Australia. In particular, he defends the lack of vocabulary, which I criticised, because it is mentioned in the instructions.

In particular, the reply "There is no verb in that sentence" obtained when the command THROW (object) is entered, is because the first three letters of the word are used in a different way, elsewhere in the game, says Mr. Crispin.

That may be so, but it is no excuse! The credibility of the game is spoiled by this ridiculous, and, apparently, ignorant reply.

"Surely anyone with a nine to five job and four adventure reviews to complete each month would solve **Neverending Story** in a week," he ends, implying that I am not exactly conscientious. Hmm, wonder how he knows so much about my workload . . . ?

Despite the criticisms leveled at **Sherlock** and **Hobbit**, for their bugs, there is one thing that can be said about the adventures. The flexibility of commanding other characters to do things, lends itself to some interesting possibilities and sometimes these have inexpected results.

Sunil Manghani of Mitcham has come up with an ingenious way of not paying the cab fare in **Sherlock**, and getting away with it! Simply tell Watson to hail the cab, and he will be charged the fare instead of you! "You can also get money from Lestrade and the cabbie, just by asking them!" he adds, slyly! You cunning old devil, Sunil!

Who says **Scott Adams'** original series is "old hat" and not worth considering these days? "At long last I've got it — **Ghost Town** for the BBC," writes **Guy Wilkinson**. "I have to use the school's computer, but who cares? I am finally walking down that deserted street as you and countless other adventurers have done. The wait has been a long one, but it looks worth it!"

Too many adventures are being let down with poor programming, bugs, slowness, and poor, illogical puzzles, naff scenarious, etc., thinks **John Yeates**, our perennial loony from Jersey.

John prefers space games like **Snowball**, or spoofs like **Bored of the Rings**.

"Haven't we got enough versions of **Colossal Caves** now? As for illogical puzzles, just take a tiptoe through **Philosopher's Quest**. How are you supposed to guess you must rub the ruby? And I HATE mazes, especially the unmappable ones where you don't have a clue on how to do them!" he complains.

LORD OF THE RINGS — YOUR VIEWS

Lord of the Rings has leaped into the charts, but many adventurers remain unimpressed by the game. It seems as bug-ridden as **Sherlock**, and the apparent superficiality of the play-testing that led to these, has come in for much criticism.

LoR bugs show strong signs of becoming a feature all of their own in the **Helpline** mail! For example, if you light a match you can smoke it, says **Pedro Loureiro**, of Setubal in Portugal, and when you come down from the top of a tree, the computer says "YOU CLIMB DOWN THE MAP."

Two readers took time out to question our ratings for the game, and given vent to strong feelings about the game:

• Bearing in mind the quality of the **Hobbit**, and the source material being drawn on, this should have been the best adventure game to date. It isn't.

So many players already own and know the Tolkien books, that Melbourne House's decision to package the game in a ludicrously large box with a copy of the book, at a very high price, can only be seen as gross exploitation of the customers.

It is not a particularly complex adventure, it has been a long time in the writing, and it has been released without the debugging a work of this importance deserves. Were it a car, it would be recalled for modifications.

S. G. Mitchell,
Basingstoke.

Keith's reply: To be fair to Melbourne House, they HAVE to package the game with the books as part of the licensing deal with the people who control the rights to Tolkien's work.

• At first I was impressed with the package, but I am writing this letter to tell you how disappointed I am.
Graphics: What graphics?
Text: Quite long, but what are photos and gramophones doing in middle earth? This destroys the atmostphere that should be building up.
Animation: Worse than the Hobbit; characters don't understand as much. When I typed SAM "GIVE ME THE FOOD" the answer was: 'The me is too heavy for Sam to carry.'
Response Time: Nearly as long as the text, and even longer if you have to wait for other people to catch up with you.
Problems: What problems? Some tiny and boring problems in part one, and I was unable to find any in part two except how to enter Moria.
Bugs: CLIMB TREE, a natural action when in a forest, causes the game to crash. This should never happen after such an obvious command.

I hope that the second game will be MUCH better than this.

Andreus Schnodewind,
Monchengladbach.

ADVENTURE CLUES

THE HELM:
Below the griffin, and — KAZAM!

HEROES OF KARN:
Haldir's music and oiled hinges will lead to a chesty Khadim. Use a crucifix on the contents of a coffin to find Khadim. Get a hero to wave a wand for a big leap.

EXODUS ULTIMA 3:
With the Mark of Kings, it is possible to travel beyond the whirlpool to Ambrosia.

Seek the ancient city of Yew, hidden in the mountains, and pray for diving guidance in a suitable place.

HAMPSTEAD:
For wedding bells, drive with memo and report, to enter the mansion.

MYSTERY OF MUNROE MANOR:
Make sure you have only one correct key for unlocking.

EUREKA ARTHURIAN:
Purchase a boat before going into the abbey — then GO from abbey via the marsh.

EUREKA CARIBBEAN:
When you are feeling nearly crushed, use the pump. The combination is on the terminal.

EUREKA GERMAN:
Use the mirror to answer the resistance.
Have a mark for a drink.
Pause for reflection before digging.

SORCEROR OF CLAYMORGUE CASTLE:
The obvious way into the castle is not necessarily the best! Ferret about quickly, then walk up, for you won't stay that way for long!

FANTASTIC FOUR:
At the depths of despair, feel around a bit, and do some clobberin'!

ZZZZZ:
Ring the bell, and give it to the Sandman at the igloo. Thumb a lift to cross the road.

MASQUERADE:
Get frisky twice, and press at the Squeal.

INFERNO:
Virgil is over the river and south from the start of the game. Notice what he is carrying.

WORM IN PARADISE:
Say HOME in a public place to be taken back to your habidome.
To leave the ET system, say EXIT.
To get Kim's helmet, put it in the dagget's batpak, wear the leotard under the tradclads, and do it after the tourists have left.

DENIS THROUGH THE DRINKING GLASS:
Normal Fowler wants the boot polish!

FOURTH PROTOCOL:
Svetofor is Russian for Traffic Light.

QUEST FOR THE HOLY GRAIL:
Read the piece of paper whilst wearing the jester's hat, for an Aramaic translation.

ZORK 1:
To speed the whole game up, kill the thief first.

JOIN THE C+VG ADVENTURE CLUB!

Here's your chance to join the ever-growing band of adventurers who are members of C+VG's Club!

We started the club just over a year ago and the demand for membership exceeded our wildest expectations. During the year so many readers have written asking how to join we've decided to improve our service to club members and offer YOU the chance to join them.

The club offers members:

- Access to our phone-in Adventure Helpline
- Quarterly Newsletter posted to your own address.
- Distinctive Club Badge.
- Software discount offers.
- SURPRISES!

The particular surprise offered to all existing members, is that their subscription for 1986/87 will be renewed automatically, and entirely FREE!

All members joining this year, we are offering a new, exclusively designed Adventure t-shirt absolutely free! These will be the t-shirts that will be sent out to readers who offer exceptional help to the **Helpline**.

If you are not already a member, simply fill out the form, and post it, together with a cheque or Postal Order for £5, to C+VG Adventure Club, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG ADVENTURE CLUB MEMBERSHIP FORM

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ADVENTURER OF THE YEAR!

Next month I will be revealing our plans to find the C+VG Adventurer of the Year! It has struck us all at C+VG that we have a tremendous amount of adventuring talent amongst our readers, and many are very generous with their time, in writing in to provide help for others.

There will be a fantastic prize for the winner, so don't miss July's Adventure pages! Meanwhile, read on to see just how helpful and adventurous our readers are! Could they win the title? Will you accept the challenge, and try to beat them?

I received an astonishing folder from **Bob Shepherd**, of Whitwick in Leicester this month. It contains solutions in the form of lists of commands, for 65 adventures!

"I am sending this book/binder to you, as I consider your magazine to have the best adventure section," writes Bob. Over the past few years I have read your section eagerly looking for clues to help me, and quite often they have. So I would like to return the help in the form of a present."

Play by phone adventuring seems to be Bob's speciality, as he has had help in his task from two friends, **Rod Jones** from Derby, and **Nick Carter** from Southampton. "We have finished a few other adventures, but I will be putting these in volume two!" promises Bob!

Thanks Bob, Rod, and Nick, and a t-shirt to all three of you is the least I can do!

ADVENTURE CLUES

This month's clues come with some help from: Andrew Bethel, Walsall; J. Barnsley, Stafford; R. Jennings, Kenton; Christopher Waite, Chelmsford; R. Strange, Chelmsford; Daveid Stinson, Smethwick; Mark Chan, East Sheen; John May, Rochdale; John Manifold, Ulceby; Marco Kelly, Bathgate; Jason Nicholls, Bradford; and Guy Coleman, Stratford.

C+VG

ADVENTURE

REVIEWS/1

MARIE CELESTE

● **Machine:** Spectrum 48k
● **Supplier:** Atlantis
● **Price:** £1.99

The Marie Celeste of this adventure is a deserted pirate spacecraft orbiting a nearby planet. You board the pirate ship with three main objectives — to find the treasures hidden aboard, locate the energy crystals with which to replenish your own ship's depleted fuel supply, and to find out what became of the vessel's crew.

As you begin to explore, it soon becomes apparent that although, at first, the ship seemed deserted, you are not alone. Eventually a two metre high android appears, hypnotises you, and throws you in the brig. Your first problem is to figure out how to escape.

Once you have regained your freedom, a means must be found to keep it as sooner or later that android will be back. The solution may eventually come as a shot in the dark!

One or two unusual items have their home abroad the ship. What would you make of a picture hanging in the captain's cabin? A holographic image of his mother, a sight so ugly that even the most seasoned pirate would be space sick! Not that the crew's quarters are any better, as the smell in there is enough to turn your stomach over.

Treasures are found in the most unusual places. Obviously the crew's mutual distrust of each other caused them to hide their valuables where they hoped no one else would find them. But even so, where has everyone gone?

Described as a graphic adventure, **Marie Celeste** has only crude graphics, but the game benefits from fast execution.

The other unusual aspect of the game is its ability to accept whole sentences as commands. This feature is not documented, and caused me quite a headache with one problem, until I discovered its existence.

On a final note, if you've played **Strange Odyssey** by Scott Adams, you may experience a little Dejà Vu — there are some striking similarities.

Steve Donoghue

● **Vocabulary** 6
● **Atmosphere** 5
● **Personal** 6

THE TERRORS OF TRANTOSS

● **Machine:** Spectrum 48k
● **Supplier:** Ariolasoft/Ram Jam Corporation
● **Price:** £7.95

Villagers in Hapshall, south of the mountains of Mortran, are disappearing nightly, and it is thought that an evil Xyradd called Trantoss (Oh no! Not a Xyradd!) is spiriting them away. His powers must be stopped by destroying his mace, but no one is keen to carry out this dangerous quest. So a local thicko called Lobo and Scarn, a shady character, are persuaded.

You are they, in this game. As well as being able to SWAP between the two characters, there are some novel commands in the increasingly popular adventure format of interchangeable roles. PART lets the two move around independently, whilst JOIN makes them move together, provided they are in the same place when the command is given.

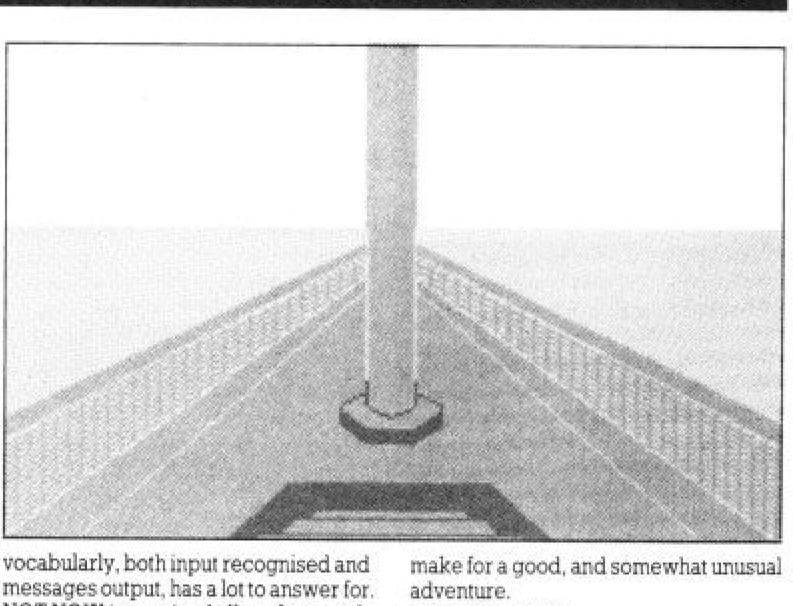
At the start it soon becomes apparent that there will be some frustration in managing to carry all the objects required.

In fact, kitting up is somewhat reminiscent of **Lord of the Rings**, especially as there is a type-ahead buffer of one character, and a nasty delay before input is accepted, after the text has screened. This quirk succeeds in preventing the fast-thinking adventurer from getting into any sort of typing rhythm, and causes lots of PARDON?s.

Eventually, the adventurer is set on his way with the help of a stranger, who drags the party at high speed through the forest to the edge of a ravine, and promptly disappears. The forest turns out to be a maze, with self-sealing exits.

If the text is slow, then it is compensated by the speed of the graphics. These are held in memory, and flash on the screen instantly. What's more, they are very effective and detailed — as good as you are likely to encounter on a Spectrum. The whole screen design is attractive, with the graphics occupying a vertical third of the screen to the left of the text area.

The problems are not easy, and whilst I would not complain about that, the



vocabularly, both input recognised and messages output, has a lot to answer for. NOT NOW is received all too frequently, and it is unclear whether this means that the command is invalid, or the action can be performed later.

The poorer features of the game are a pity, for the problems look as if they make for a good, and somewhat unusual adventure.

Keith Campbell

● **Vocabulary** 6
● **Atmosphere** 8
● **Personal** 7

PROJECT THESIUS

● **Machine:** BBC B and Electron
● **Supplier:** Robico Software
● **Price:** £8.95 Cassette, £11.95 Disk

Project Thesius is the sequel to **Rick Hanson** *(reviewed in C+VG as Assassin)*. Taking the title role, you become the toughest agent known to British Intelligence.

"The enemy" are up to their old tricks again. They've got a team of boffins working away on an island, to perfect the Advanced Weapons System. If completed, who knows WHAT damage it could do . . .

Your orders are brief: find the AWS development centre, gather as much information on the project as possible, and escape — presumably to enable the "good guys" to work on an anti-AWS system.

The game has a rather violent feel in places — the author is very proficient at writing "you are dead" messages. In the first fifteen minutes I'd been dashed to pieces by rocks, blown to bits by a booby-trapped chest, and shot by a trigger-happy woman with a rocket launcher!

There are three mazes in the game. The first is through a decaying, though populated, village. You will be told the route through the second maze if you make it to a rendezvous in time.

The program runs in mode six, and the player can tailor the screen and text colours. There is a vast amount of text — each location has upwards of five lines of description.

And the third maze? That comes in the final stages of the game. Whilst being chased by an armed guard with tracker dogs, you must cross a mined beach to reach a jetty. My lungs were bursting as I careered along the rickety wooded platform, which suddenly ENDED! The dogs were gaining fast. In true Rick Hanson fashion I crossed my fingers and jumped . . .

The game is thoroughly polished. It has a slick feel, and — more importantly — is fun to play. I never felt that the task ahead was impossible.

Jim Douglas

● **Vocabulary** 9
● **Atmosphere** 9
● **Personal** 10

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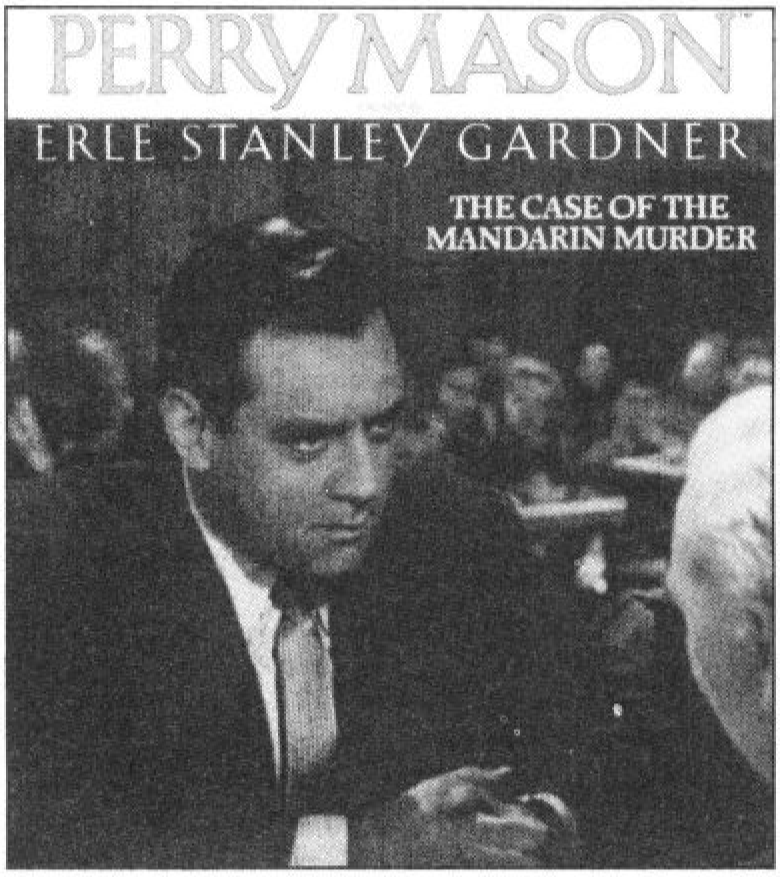
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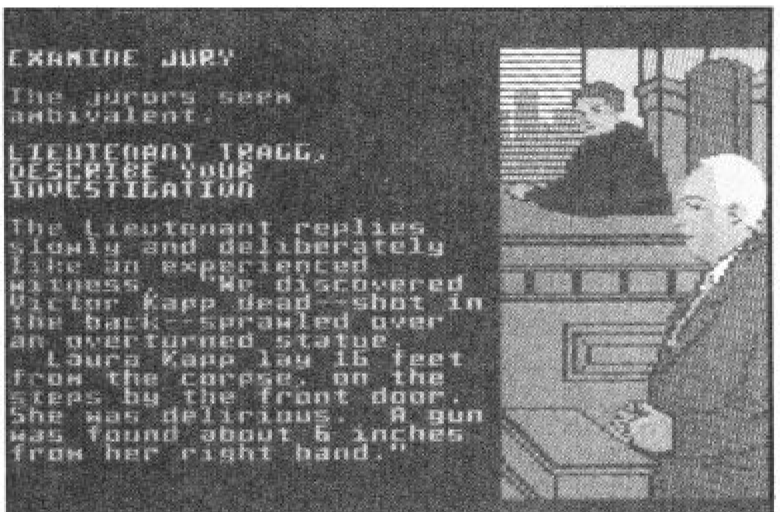
ADVENTURE

REVIEWS/2

PERRY MASON

- **Machine:** Commodore 64, Apple, IBM PC
- **Supplier:** Telarium
- **Price:** £19.95 (disk only)





Restaurateur Victor Kapp is found murdered in his luxury apartment, the day after his wife is released from an institution. His wife Laura is found in a delirious state, a gun close by. And only the day before, she had been to see me, and asked for a consultation.

I, of course, am Perry Mason, the world-famous criminal lawyer. I now have to clear my client in the ensuing court case. Luckily, I have the help of Della Street, my legal assistant, and Paul Drake, a top-notch private-eye.

So I head for the scene of the crime, and spot some useful evidence that the DA's men have missed. I sneak them into my pocket, unnoticed by the antagonistic Holcomb. Being a thorough sort, I not only examine the toilet for clues, I flush it, and get the reply: "Water flushes couter-clockwise, as it does with all toilets in the northern hemisphere!"

A visit to the prison, where Laura Kapp is held pending trial, is not very rewarding. Heavily sedated, Laura is somewhat incoherent, and has only vague memories of her visit to Victor's apartment that night.

Meanwhile, Paul has been working hard on my behalf, and comes up with some useful details, back at the office.

There is certainly no shortage of suspects. Could the murderer have been one of the six on the guestlist for the apartments that night? Could it have been Victor's business partner, or the self-opinionated restaurant critic who gave his food a personal rating of one? Or perhaps the attractive French cook, who seems to have been spending a lot of time with him during his wife's absence?

Time to go to court, and this is the real test. First, the expert witnesses are introduced; the police chief who conducted the investigation, ballistics expert, and medic. Then come the personal friends and associates of the deceased.

It is the trial that forms the main part of this unusual game. I hesitate to use the word 'adventure', for although the game is very definitely in adventure format, it is not the type where you move from place to place at will, solving many different problems. There is no point in drawing a map, but note-taking is essential. The objective is to get an acquittal, and, hopefully, discover the true identity of the murderer.

Thus the game takes a very narrative form, and much of the time you are gently "guided" where to go next. This does not spoil things, in fact, at the trial you will certainly need your wits about you, not only to ask the right questions as each witness is presented, but also to raise objections when the D.A. is asking questions he shouldn't.

This brings us to the packaging. The disks come in the usual lavishly illustrated Telarium double-openings flat folder, complete with lawyer's handbook.

This contains a playing guide, details of cross-examination procedures, restaurant reviews from *"Epicure Today"*, and even a student-lawyer's examination paper. It is a pity that these are all re-printed in the same pamphlet; separate "genuine" documents of the Infocom style would have enhanced the authenticity of the package.

The vocabulary used at the trial is as complex as you are likely to find in an 'interactive fiction', and it is not a question of using two or perhaps three words. Questions like: "Burns, how many guests visited Victor on Friday night?" must be asked.

To guide you in the syntax of these sentences, there is a comprehensive vocabulary list, plus a guide which indicates, in different columns, the sequence in which you can enter each class of word.

Unfortunately, the sentences used are so long that, on some occasions, there is an extraordinarily long delay in response.

This manifests itself as an ominous silence, before even the disk starts whirring, indicating that the computer is first chewing over what you have just said. I suppose that is inevitable in a game of this complexity, and, if a little trying at times, is far more tolerable than in a conventional adventure where action is the keyword. Here, you need time to think, and the atmosphere of the courtroom comes over extremely well.

This is a graphics game, but the pictures change fairly infrequently. There are thin wide-screen views of the apartment rooms, and top to bottom close-ups of each witness as he or she is being cross-examined.

Throughout the trial, you can call on Paul to work away behind the scenes to gather last-minute information and evidence, whilst Della is on hand to advise you on how to tackle each particular witness.

So how am I making out as a lawyer? So far I have managed to get my client convicted twice! Although I have a couple of very strong suspicions as to whodunnit, I have a horrible feeling that I have only begun to scratch the surface of the case.

Perry Mason comes on two double sided disks, and is a thoroughly entertaining program, coming as it does, with incidental music to heighten the atmosphere and drama.

Keith Campbell

Vocabularly	9
Atmosphere	10
Personal	9

PILGRIM

● **Machine:** Commodore 64
● **Supplier:** CRL
● **Price:** £8.95

Pilgrim is an original machine-code adventure with plenty of text, and over 70 locations. It has a range of interesting puzzles, some to be taken in one's stride, others more baffling.

The land of Meridian has been invaded by a warlike race from Sylvian, a distant neighbour. You, a lad whose village has been pillaged, vow to seek out the Guardian of Meridian, said to live deep in a mountain. You awake in your room, straight into the problem of how to get out.

Not difficult, nor particularly original, but enough to start building the adventurer's confidence, and give him the general drift of how to approach the problems to get the most out of the game.

Pilgrim makes good use of the command EXAMINE, and this is what gives any adventure one of its essential ingredients — the element of surprise! It also teaches the adventurer to be observant. Fail to examine things thoroughly in this game at your peril!

The text is very descriptive, and tries hard to build the atmosphere. In this, it almost succeeds, but tends to overdo the narrative in "empty places". Thus the player can easily become convinced there is something sinister behind a particular description, only to find that it is just a "walk-through" location.

This, coupled with a tendency to take itself just a little too seriously, lacking that vital thread of humour which adds so much to any game, makes **Pilgrim** a little disappointing.

Setting out, then, our hero must first explore his village. There are quite a number of potentially fatal events lurking around, and these are well handled, for good warning is given, and repeated for some moves before death finally strikes.

With a bit of quick thinking, there is a chance that the danger will be overcome before the player dies, and finds he has to reload a saved game, or start all over again.

For example, an injury sustained whilst escaping the first room, becomes a problem, and our hero is warned of this time and again, before the wound finally takes its toll. There is time enough to look around and get a remedy, if he is quick!

On through the village, and into the forest, in search of the Guardian. Soon enough you find that you are not alone — another survivor of the raid also has the same thoughts as you! There is a particularly nicely worked puzzle with a built-in pitfall around the lake, and a logical but, perhaps, slightly obscure one near a cliff.

All in all this is a game that should please those who enjoys a text adventure. It is a rare event, these days, to see a new text-only adventure, (unless it has been Quilled) and rarer still, to see one on the shelf in a big store.

Let's hope the store buyers, who seem to have a horror of anything without pictures, and who influence adventure playing far more than reviewers simply by restricting availability, will have the sense to stock this one!

Keith Campbell

● **Vocabularly**	8
● **Atmosphere**	7
● **Personal**	8

ULTIMA IV – QUEST OF AVATAR

● **Machine:** Commodore 64, Disk
● **Supplier:** US Gold — All American Adventures
● **Price:** £14.95

This is the game currently taking America by storm! **Ultima IV** cannot strictly be labelled an adventure game or an arcade-style game — it's really a blend of the two.

The setting is the Empire of Britannia, ruled by Lord British, to whom the authorship of this game is attributed. **The Quest of Avatar** is the search for a new standard of life for which the people of Britannia may strive. The search, warns his Lordship, will be arduous.

Your quest opens on a warm sunny day, when walking along by a stream, you sit down to rest, under the shade of a willow, and close your eyes. There is a high pitched cascading noise, and a glowing portal appears. Almost as quickly, it is gone, leaving a circle of stones in its place. Among the stones you discover an ankh, and a book wrapped in cloth, on which is printed a map.

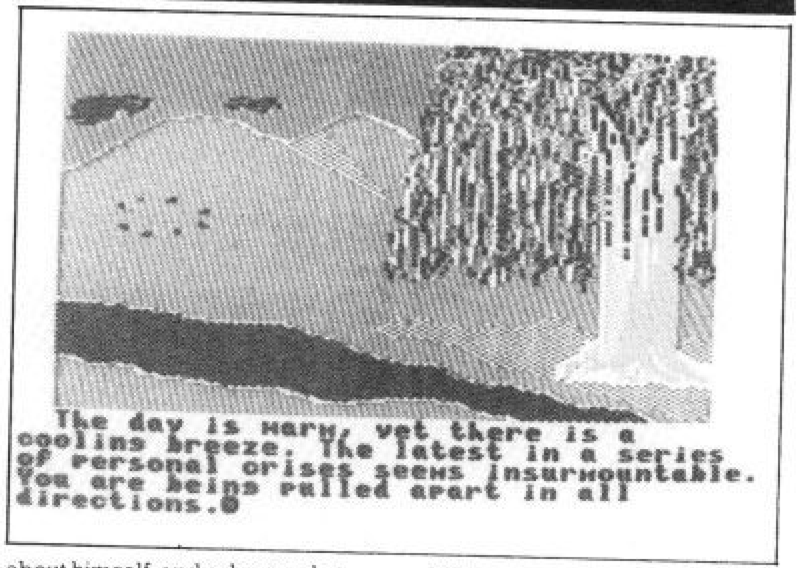
This opening sequence is in narrative form, and it continues by instructing you to read the book, the History of Britannia. The book is real — it is part of the package.

Back at the computer, you continue your pleasant walk, and come across a Renaissance fair, where a gypsy invites you to have your future predicted. Here is the player's first interaction with the game. Laying down tarot-like cards in pairs, the old lady asks you questions that cause inner conflict.

From your answers your character is assessed, and then you move into the game proper, which is played in real time. Here is a vast land, with towns and castles dotted around. You have a graphics window of a small part of the map. You move around by control keys. You are always pictured in the centre, and the map moves under you.

Commands that can be entered with a single character keystroke. Among these are attack, descend, enter, wear armour and talk.

Talk is a command that initiates a text exchange between the player and a character in the game. To do this, you move alongside, and type T followed by the direction in which the character stands. The character will tell you something



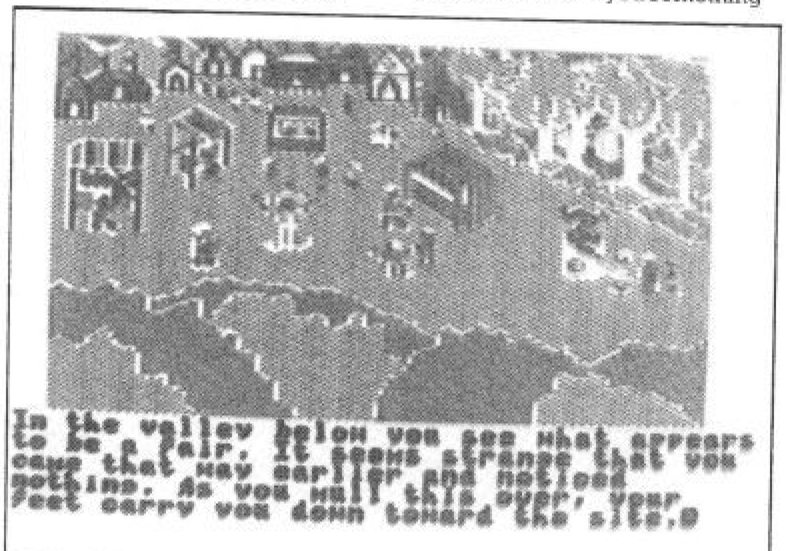
about himself, and ask you what your interest is.

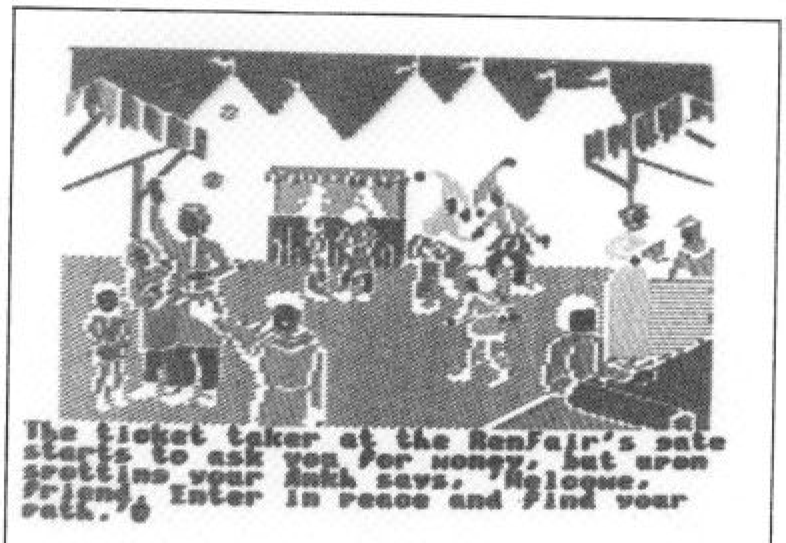
There is plenty to do in **Ultima IV**, so much, in fact, that it is contained on two double sided disks, which you are prompted to change over when necessary. As well as a certain amount of animation, there are sound effects to accompany your actions. It can be turned on or off instantly by a single keystroke, should you tire of it.

This is an absorbing game with plenty of depth, that should please those who enjoy quest-type adventures, and dedicated purists who are partial to straying occasionally from the orthodox text/graphics adventure format.

Keith Campbell

● **Vocabulary**	n/a
● **Atmosphere**	7
● **Personal**	7





ADVENTURE

REVIEWS/4

RETURN TO ITHACA

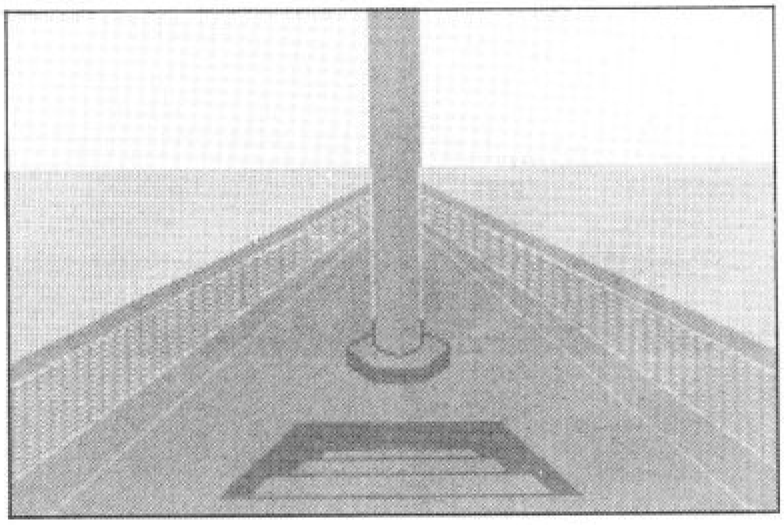
● **Machine:** Spectrum 48k
● **Supplier:** Atlantis
● **Price:** £1.99

At £1.99 this adventure is a good buy, there is no doubt. So bear in mind the low price, as you read on, for a review must be a critical assessment, irrespective of price.

This is a game that typifies Quilled games at their worst.

The recognised vocabularly is patchy, and the quality of replies to the player is taken into account in the vocab rating, too. "I can't" is just not good enough without some sort of explanation as to why.

Quite often a player will have a perfectly reasonable theory as to why a particular command should produce results, but it is the incorrect one. Some sort of explanation is required, or the player is left wondering whether it is the vocab he entered that is lacking, or the command itself.



The plot covers the journey of Odysseus back to Greece after the fall of Troy, a journey which took ten years. As Odysseus, you must set sail in a galley anchored off a beach near a burning Troy, and your journey takes you to various islands, with tasks to perform and problems to solve on the way.

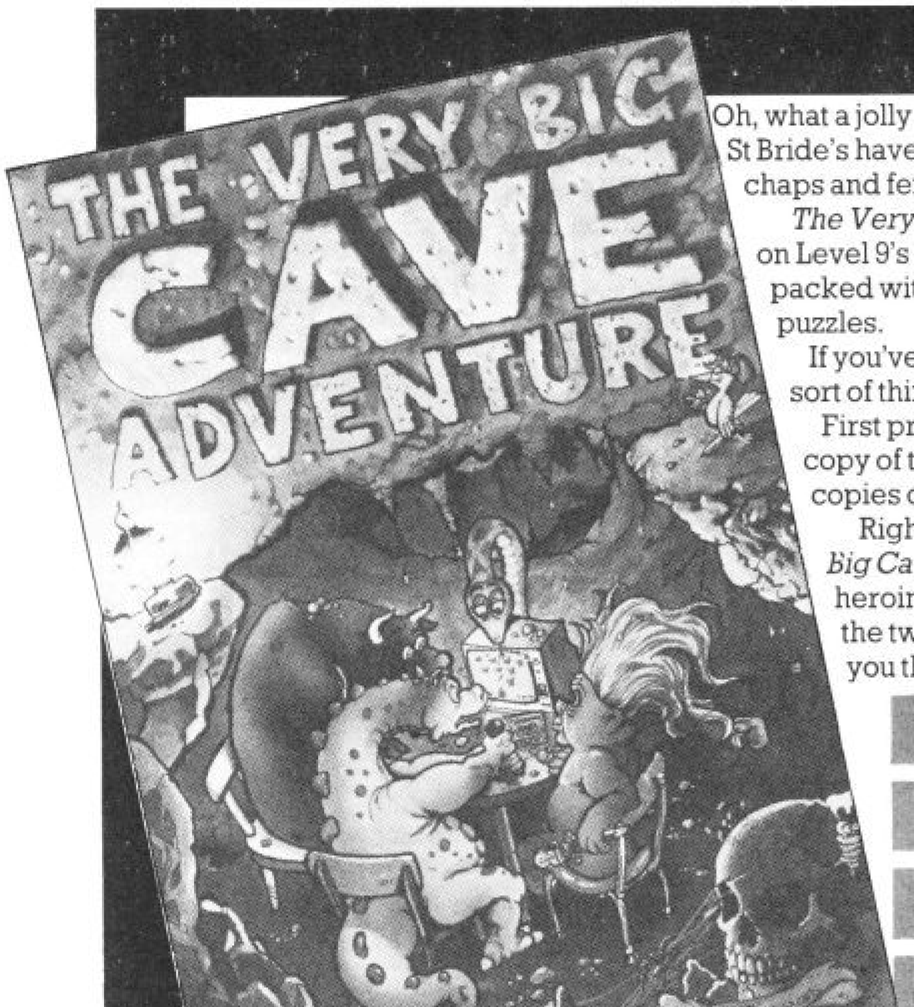
The game plays quite well. The problems are quite logical, and fairly easy — but are just enough to make you pause and think awhile.

Thinking perhaps the branch was meant to blind the cyclops, barring my exit, I tried, many ways. Whether this was vocabulary or the wrong answer, I could not tell, for I CAN'T was the only response I could get.

Pity — could have been a really good game. I suspect that had it been programmed by the authors, instead of Quilled, a lot more of the detail would have been covered. But it's still good value at the price.

Keith Campbell

● **Vocabulary**	5
● **Atmosphere**	6
● **Personal**	6



Oh, what a jolly wheeze. Those frightfully good eggs at CRL and St Bride's have come up with absolutely spiffing prizes for all you chaps and female chaps out their in C+VG land.

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Spectrum 48K cassettee recorder, Lo profile keyboard, programmable interface, 2 joysticks, sound amplifier, 35 games, will swap for Amstrad 464 plus monitor. Tel: Bradford 0274 612725.

Great new Archery program for the C16/Plus 4, includes free doodle utility. Tape £2.50, also new gardening utility for CBM64/C128. Tape £2.50, send cheques/postal orders to Andrew Hamilton, 1 Mimosa Drive, Fairoak, Eastleigh, Hants, SO5 7LG.

Commodore 64 software to swap or sell. We have it all. Write to: Gerry Vermeulen, Hoornstraat 42, 5702 RX Helmond, or ring 04920-34238 (after 6pm).

Commodore 64 software to swap new and oldies on disk and cassette. Please send your full list to Neil, 21 Albert Street, Nelson, Lancs. BB9 7EY.

Wanted Silent Service on cass/disk for Commodore 64. Will swap for Hardball on disk or Koronis Rift, Bouncer, Yie Ar Kung Fu on cassette. Phone Wolverhampton (0902) 733910 and ask for Neil.

Wanted Commodore 64 software to swap, disk only. Send list to: Ronald Kendrick, 8205 Sandridge Drive, Louisville, Kentucky YO228.

Spectrum software for sale, including US Golds: Tapper and Buck Rogers, Cascades cassette 50, Tower of Evil, Doomsday Castle, Space Warp, Digger Dan, Metro Storm, Zip Zap, Monkey Bizness, Terrahawkes, Bug a Boo, 3D Tanx, Spectral Invaders, Humpty Dumpty, Mecapede, Repulsar, Ostron, 1994 Ten Years After, Submarine Strike, Frog 5 and Show Dowsn, and Mastertronics Soul of a Robot, Space Hunter, Alien Kill. All these superb titles worth £70, for just half that price at £35. Write to: Mr D. Britton, 10 Cicely Street, Liverpool, 7 1DQ. Merseyside.

CBM64/Vic 20 software to buy/sell/swap. Disc or cassette. Write for details to: D. I. Nassur, 25 Esplanade Gardens, Scarborough, YO11 2AP.

MSX games to swap or sell. I have over 50 games including 'Yie Ar Kung Fu', 'Ghostbusters', 'Hypersports 1 & 2' and many more. Write to Kevin Walsh, Clashganny, Portlaw, Co. Waterford, Ireland.

Atari games needed urgently. Disk only. Send your list to 55 Princes Drive, Colwyn Bay, Clwyd, LL29 8PW or phone (0492) 33641 and ask for Mark.

Atari software to swap or sell all top titles like Hacked, Goonies, Road Race, King of the Ring and many more. Write to: 6 Rushmoor Avenue, Ashton in MakerField, Nr Wigan, Gtr Manchester, WN4 8XH or Tel: 728979 and ask for Greg after 6pm.

Tryx and Zephoid two original games for the BBC B 1.2 OS played in 100% MC. Available on 40 track disk only. Send PO for £5 to: J. O'Dowd, 8 Hall Street, Oldswinford, Stourbridge, West Midlands, DY8 DJE. Please allow 26 days for delivery.

For Sale Spectrum plus Data recorder and £190 of software, £75 ono. Tel: 061-798 8241.

American software for CBM64, Track 'n Field, Gyruss, Park Patrol, Zone Ranger, Star Wars, Jungle Hunt, Dino Eggs, Genesis, Battlezone, Karate Devils and The Heist. £3 each from US imports. 26 Hillside Road, Marlow, Bucks. SL7 3JE.

Spectrum 48K quickshot one and two joysticks proteck interface plus small collection of original games. Selling at £80. Phone: (0462) 685175 and ask for Craig.

All Atari owners with a cassette unit living near to Stoke-on-Trent 536661 after 6pm. Ask for Carl.

Amstrad games for sale 20 originals. Titles include Elite, Hypersports, Exploding Fist, Brian Jacks, Baseball, Gyroscope, Fighter Pilot, American Football and many more from £1.50 to £5.50. Phone George on (0274) 607104 after 4pm.

For Sale Microvitec Colour Cub Monitor, £100. Phone: 01-272 2629.

Commodore 1541 disk drive, absolutely brand new and unused. Boxed, unwanted gift, sell for £110 ono. Phone: Wyeman at 01-724 2240.

Atari Software wanted to swap or sell contact Win on 0628 26411 after 4pm weekdays or write to Win, 1 Arkley Court, Holport, Maidenhead, Berks. SL6 2YR.

BBC B+ brand new. Guaranteed until February 87. First reasonable offer accepted. Tel: John 0742 375418 (Sheffield).

Spectrum games for sale/exchange. Ex. Fist, F. B. Boxing, Zoids, G. G. Test Cricket, Archon, Return to Eden plus others. Wanted Tau Ceti, Fairlight, Battlecars, Redcoats, Adventures etc. Send SAE to T. Cripps, 85 Samuel Lewis Trust, Dalston Lane, London E8.

CBM64 software for sale (cassette) including Commando, Elite, Fist, B. McGuigan Boxing and many more, all half price or less. Phone: (03987) 207 after 6pm. No swaps please.

For Sale!! 48K Sinclair ZX Spectrum with brand new Alba R-170 tape player plus brand new Saga Emperor keyboard plus D.K. Tronics light pen for on-screen drawing plus Currah Microspeech Unit with software plus Kempston Pro joystick interface plus Kempston Flexi Extender Board plus another Kempston interface plus over 50 original games including FGTH, NOMAD, WHAM, DYNAMITE DAN, GYROSCOPE, TAU DETI, MONTY ON THE RUN, PANZADROME, ROBIN OF THE WOOD and 8 MASTERTRONIC titles. Sell for £150 or swap for Commodore 128 with disk or cassette (prefer disk). Tel: MK (0908) 648189.

Will swop 40 top Spectrum games for VTX 5000 modem or Microdive or Wafadrive with interfaces or 20 games for Microspeech or light pen or 5 games for Microslot. Also 3 games VOF Elite. Will swop games. Write to: Jonathan King, 9 Porthminster Terrace, St. Ives, Cornwall, TR26 2DQ.

Atari picture disc packed with brilliant graphics screens, includes auto picture fader. Also amazing digitized music disc, you won't believe your ears! This disc includes two extra amazing graphics demos. both discs double-sided, four sides full for £9.95 post free. P. Cunningham, 11 Berwyn Avenue, Penyffordd, Chester, CH4 0HS.

BBC games for sale, very cheap! Beach Head £4. Matchday, Frak, Jet-Pac £3.50. Zalaga £3. Mr Whizz, Monaco, Rocket-Raid, Ghouls £2, and many more games for £2. Tel: 643461 (Walsall).

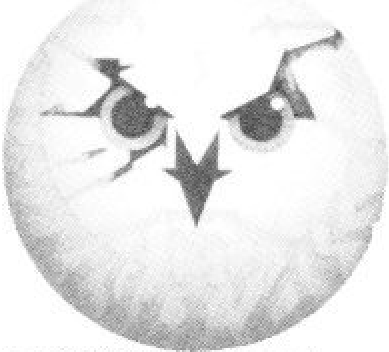
Atari 400 48K with 410 program recorder, Quickshot II joystick, light pen, DE-RE Atari manual, memory map, Basic manual, assembler cartridge and manual and software — £100 ono. Phone: 0536 200038.

Spectrum Plus computer together with fox programmable Quickshot 1 joystick, tape recorder and 80 games. £80 ono. Tel: 01-863 8394.

For Sale Toshiba HX-10 64K home computer with quantity of software, and joystick, boxed, £80. Tel: Stevenage (0438 356686) after 5pm.

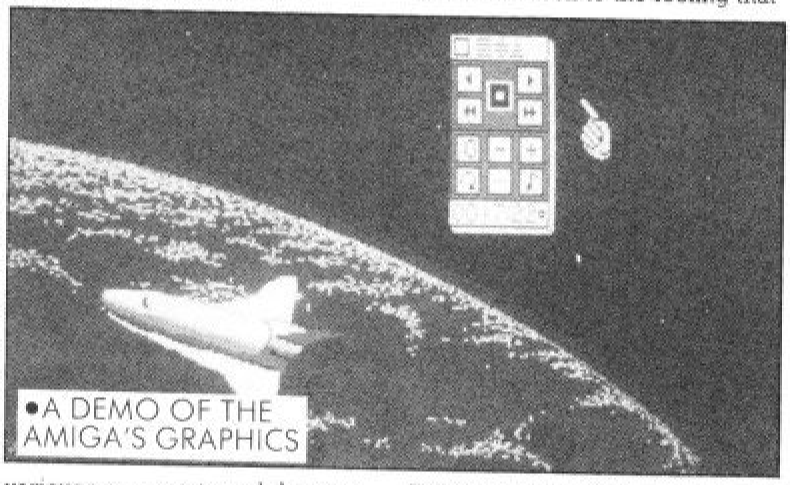
A for AMIGA

The Apple Macintosh and Atari ST can use their 68000 processors to create marvellous feats of computing, but only the Amiga has Daphne, Agnes and Portia. These three special hardware chips control graphics. The Amiga was originally designed to be a super-game machine. Marshal M. Rosenthal takes a look at what it can do.



Brattacus is an interactive cartoon. You play Kyne, hunted by police and felons alike, whose only chance for freedom is to brave the harsh world of Brattacus.

Kyne is controlled by the mouse in combination with various movements and the two buttons. Walk, run, draw your sword and fight.



•A DEMO OF THE AMIGA'S GRAPHICS

There are over 30 different characters, including assassins, technicians and guards. Various screens depict control rooms, passageways and ... but more would be telling.

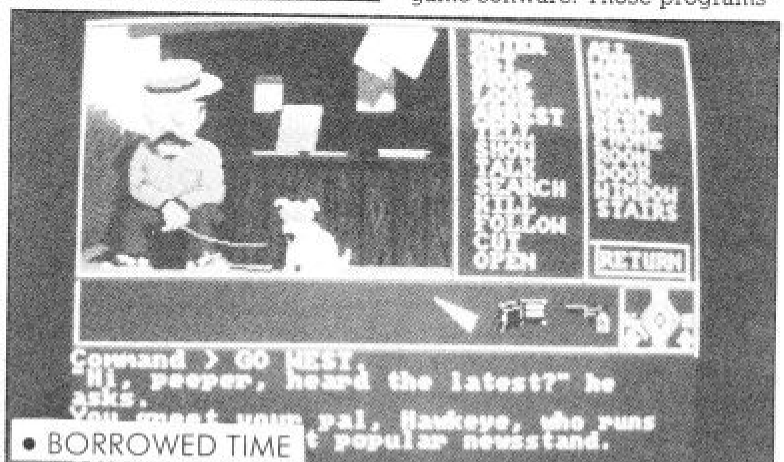
The characters are large, about ten times that of the small pixel-folk we've grown accustomed to. Everyone speaks through word balloons, and different personalities require varying tactics.

Sound effects are minimal, but strategically placed to do the most good. The folks at **Psygnosis** have thoughtfully added a HELP menu that lets you change parameters such as type of control (joystick/mouse), save the game in process or even let the computer control the whole game in "movie mode".

Activision has translated a number of their popular programs for the Amiga. **Hacker** delves into the mysterious world of hidden computers and spies. You have been able to gain control over a strange subterranean device developed by a mysterious power, and must try to recover information in order to save the world.

Those familiar with the game will be astounded at the detail and depth of the images on screen.

Character animation is smooth and quite realistic, owing in part to the hardware sprites as well as the multi-colour shadings. Sound effects are excellent and contribute well to the feeling that there's something bizarre going on. This is one game best played at night.



• BORROWED TIME

Mindshadow and **Borrowed Time** are both text/graphic adventures featuring limited animation and a good (though far from great) parser to understand your typed-in commands.

Mindshadow has you deserted upon a desert island. Far worse, you've lost your memory!

Borrowed Time lets you become Sam Harlow, ace American private eye. One of your clients wants you dead, and you can bet it's your primary job to stop that from happening.

Both games features a mouse-activated compass for movement. Objects can also be picked up onscreen and kept in a special viewing window until needed.

Commands can be typed, or joined together from a list also placed onscreen. For instance, you can "show the gun" by pointing to SHOW (or typing it) and then pointing to the gun.

Those looking for high-quality text adventurers will be happy to hear that many of **Infocom's** line is becoming available. One of the first to come out is the 128K **A Mind Forever Voyaging**. This gives you the opportunity to become a human-like computer and explore a futuristic "what-if" world. The usual great collection of paraphernalia enclosed in a book-styled box makes this a game to really sink your teeth in.

Electronic Arts has made a significant commitment to the Amiga, releasing a near-flood of game software. Those programs translated include **Skyfox, Seven Cities Of Gold**, and **Archon**.

Skyfox puts you behind the cockpit of a supersonic jet fighter. You've a full complement of controls to aid you as you take on enemy fighters before going head to head with the mother-ship.

Seven Cities places you more firmly on earth as you must assume the duties of an emplorer and conquer unknown lands for King and country. There are ships to outfit and territories to map. Besides historical missions, you can also create your own world to explore.

Archon is a combination of battle and chess. To win the right to a square on the board requires you to defeat your opponents piece with your own. Strange creatures possessing weird powers live here. Beware the fiery phoenix, or the brief and fatal touch of the sorcerer.

In all cases, graphics seem to pop right off the screen and into your eager little eyes. The speed of animation is amazing. Wait till you see those jets pass by, or take on one of the players in the game arena. Sound taken to the max really makes you part of the action here, and can't be emphasized enough. These programs have been reviewed in the past, so the best way to describe what the Amiga versions do is to take all the best said about them and multiply it by a factor of 100.

Arctic Fox is new, and continues the tradition of its flying elder sibling mentioned above.

Again, animation moves at a breathless pace, with better than arcade quality. Explosions echo around you (stereo), and you had better not take your eyes off the viewscreen for even a second.

Of course there are other programs coming out for use with telecommunications, design and art. But considering the amazing capabilities of the Amiga, it's no wonder that games should be in the forefront.

● Manufacturers Information:

Activision
Post Office Box 7286
Mountain View, California 94039

Electronic Arts
2755 Campus Drive
San Mateo, California 944039

Infocom
125 Cambridge Park Drive
Cambridge, Massachusits 02140

Psygnosis, Limited
Port of Liverpool Building
Pier Head, Liverpool L3 1BY

Letter from AMERICA

Here at C+VG we think the Atari ST is the sexiest thing to happen to computers since Samantha Fox. Marshal M. Rosenthal, C+VG's Stateside spy, is pretty impressed with the machine too. Here he looks at some extra bits for this extra special machine.

Buying a new computer is often the start, not the end of hardware purchases. It may have amazing software, but a lack of peripherals can eventually lead to a ho-hum attitude.

The Atari 520 ST possesses a very small price tag when you consider what you're getting. A disk drive and monitor. The new 1040 even adds more memory (1 megabyte) and puts a double-sided drive inside the computer.

But what about add-ons? The sword of low price is double-edged, for few will be willing to pay for a peripheral that costs more than the computer did.

Fortunately, companies are developing hardware that doesn't strain your pocketbook. Exciting products that enhance the ST, without sacrificing quality for cost. The first proof of this comes from Atari in the form of their 20 megabyte hard disk drive.

A hard disk is akin to trading in your bicycle for a rocket car. The case contains a magnetically coated platter which spins in excess of 20,000 revolutions per minute. This enables information to be located and accesssed incredibly fast, in fact you could fill up the entire memory of an 520 ST in less than one second.

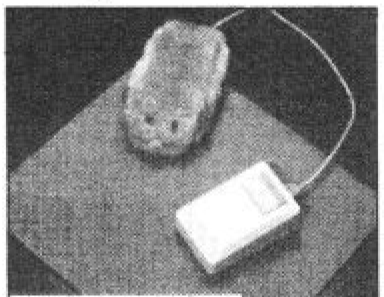
"Power Without the Price" still holds court. Most drives of this type sell in the thousand range, but Atari's retails for $600.00.

The drive doesn't need any add-on controller or interface card either, because this has already been built into the ST. It also takes its power from the computer as well.

Consider the ease in which you can access information, with the equivalent of 20 double-sided double density disks right there at your mouse/fingertips.

One justifiable complaint about the ST is that it doesn't know what day it is until you tell it. The internal clock that stores this information, as well as the time, goes dead every time you turn it off.

It can, with a little help from Soft Logik's LogiKhron clock cartridge.



• Before and after.

The ST checks to see if there is a card inserted when it's turned on, and loads in the correct time and date before displaying the GEM desktop. Retail cost is $49.95.

One of the advantages of the ST machines is their compactness. No bulky secondary box containing circuit boards, RAM chips, disk drives and the like. But it's also true that your desk can get a bit messy, what with the many wires from the various components and their power supplies dangling every which way. So to the rescue comes the ST Work Station (Miller Computer Products).

The first thing you'll notice is that now you've a stand for your monitor, as well as a shelf which the ST can slide under for the night.

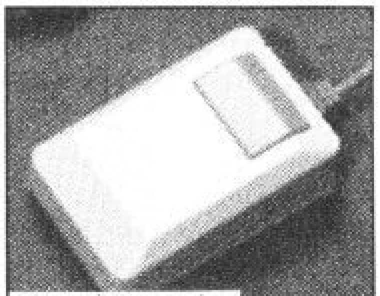
Two disk drives, and their power supplies, fit into recessed slots in the front. Or use one of the spaces for a hard disk instead.

The wire frames make the unit appear to float serenely, and consider what you could do with all that free space now that you've got your desk back. The Work Station retails for $95.00.

If a rose is a rose is a rose, why settle for a mouse that looks like a lump of plastic? The Mouse House (also from American Covers) envelopes your rodent in a warm covering complete with a pair of beady eyes and whiskers. You'll never have to tell anyone what to call it again. Retail cost for both Mouse and Mat is $9.95. (What!?! Ed)

Those who prefer an uncluttered workspace will take to the Mouse Pocket, from Kensington Microwave. The plastic pocket attaches the velcro to the side of the monitor, making for a safe storage spot for your mouse between sessions. The Pocket retails for $15.00.

There are a number of telecommunication programs out for the ST, but they're pretty useless if the computer isn't hooked up to a phone modem.



• A nude mouse!

You could shop around and try to adapt some model to your needs, but a better solution would be to use QMI's 520 ST Modem.

This plugs directly into the modem port and, surprise, the connecting cable is included (eliminating one of the usual "extras" you're forced to purchase).

The modem operates either in 300 or 1200 baud, has *L.E.D.* displays, and attaches directly into the telephone line. It's Hayes compatible (a semi-standard here in the states), and retails for just $199.99.

Hippopotamus Software is releasing their ST Video Digitizer. This is a self contained device that attaches to any composite NTSC, PAL or SECAM video source, such as a t.v. camera or video cassette recorder.

The Digitizer then creates a 1/60th of a second "snapshot" by locking onto a single video frame, which is kept in memory.

The Digitizer plugs into the ST's printer port and so requires no special, or costly, interface.

The black and white unit will retail at $139.95, with the colour model to probably be under $300.00.

Hippo's ST Sound Digitizer also plugs into the printer port, with a microphone plugging into the device. Sounds can be modified and played back as high quality "digital" files.

A one-megabyte ST will support up to 40 seconds of continuous sounds.

The unit comes with all hardware and software needed, and retails for $139.95.

Who knows what will come next? Some products are just around the corner, like Hippo's household appliance controller that enables the ST to automatically control just about everything around you. Others, like CD-ROM players and colour plotters, are on the horizon. But it's safe to bet that they too will succumb to "Power Without the Price."



• Fully clothed.

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Atari Games, eg. Mercenary, The Goonies and more. Brand new unwanted gifts. Wanted: Vectrex and Vectrex Games. Missile Command for Atari computer. Any VCS games. Also stuck on Dallas Quest, Mercenery, Goonies or the early part of Hitch Hikers Guide (Infocom) Help for less than 50p (or free). Jonathan Browning, 18 Wilkinson Close, Wylde Green, Sutton Coldfield, W. Midlands, B73 5QO.

All the top C64/128 games to swap against even newest software (I want Midi Soft) or sell on disk or tape. Write to T. Blanchot, 57 Rue Des Fougeres, 57070 Metz, France.

Spectrum Software swaps and sales. (Originals) JSW, Jet Pac, Trashman, Tizer, Astro Blaster, Vu-File, Starstrike, Plus about 100 more Great games! Cheap! Don't miss this. For a list send a tape to David Duffy, Main Street, Headford, Co. Galway, Ireland.

Hello, this is SIF. Send me your list of games for the Spectrum 48 or CBM64. Every letter will be answered, write to Thor Klokk, Hellig Olausgt 55, 6000 Aalesund, Norway. Hurry Up!

Commodore 64 games International Soccer £2.99, International Tennis £2.50, International Basketball £2.50, Drelbs £2.50, Spirit of the Stones £3.50, Racing with P. O'Sullivan £2.50, Fire Quest £2.50, Pinball £2.50, Wizard of War £2.00. A. Biggs, Staverton Road, Hornchurch, Essex, RM11 2DH.

Atari disk owners, super Zaxxon on disk, no packaging or literature hence only £5. Cheques made payable to S. Chell, 5 Marsh's Paddock, Hickling, Melton Mowbray, Leics. LE14 3AQ.

Commodore 64 with data recorder and joystick, over £200 worth of excellent games, including Kung Fu Master, Commando, Bounty Bob, etc. Everything in mint condition. Cost £440, sell for £200. Phone: 096784 225 evenings.

Spectgrum software club hire games for as little as £1 membership, £5 life. SAE for details. Camelot Software Club, Cae Ymryson, Caernarvon, Gwynedd, LL55 2LR.

Bedfordshire Atari User Group wishes to contact others in UK and overseas. Swap programmes and ideas. Write to John, 26 Bromley Gardens, Parkside, Houghton Regis, Dunstable, Beds. LU5 5RL, England.

I want you to swap your brand new Commodore 64 software against mine. English, American and many other games and utilities on tape or disk. Write, send lists to Thomas Holzner, Linkstrasse 13, 8000 Muenchen 45, West Germany.

CBM64 I have the newest games from the USA and Holland to swap. (Disk only). Write to Sune Pajtersen, Matias Claudius STR 9. 2390 Flensburg, West Germany.

Atari 800XL, 1050 program recorder, two joysticks, and games, sell for £120 ring 01-640 4883. Mon to Sat. ask for Richard.

BBC B OS 1.2. Boxed with cassette recorder, Kempston joystick, light pen with all leads. Also with books, magazines and 40 originals including Knight Lore, Alien 8, Repton, Hobbit, Manic Miner and many more. Worth £900+ will sell for £360. Phone: 0383 725903.

Commodore 64 osftware to swap many British and American titles to swap. Phone Kieran on 061-776 1370 or Craig on 061-775 2778, only decent offers please.

For sale CBM64, C2N tape deck, 1541 disk drive, MP'S801 printer, joysticks, Currah Speech Unit plus over £2500 worth of software, £500 ono. Tel: Mike Plowman, Bicester 245711 during office hours.

For sale Epson LX80 printer in excellent condition with Atari interface but will work with almost any computer. Also Atari 810 disc drive. Call Robert on Rossendale (0706) 214449.

Spectrum 48K software, large range, from 99p, many popular titles all new. Send SAE for list. 32 Staverton Road, Hornchurch, Essex.

Atari 400/800/XL/XE. Cassette games to sell or to swap if interested write to R. A. Long, 14 Dorset Drive, Edgeware, Middx. HA8 7NT. (England).

Atri ST version of Zork 1 by Infocom for sale. Hardly used. Write to J. William Hern, Woodside of Horner, Kemnay, Inverurie, AB5 0XT, or phone 0467 42536 (evenings).

CBM64 wanted Quill and manuals to swap with Revs — tape originals only please. Write to: Ian, 12 Clewer Avenue, Windsor, Berks. SL4 3BQ.

For sale: Spectrum 48K. Murphy data recorder, Kempston interface and Quickshot II joystick. Lots of software. Altogether worth voer £300, will sell for £150 ono. Will sell as one or as seperate items. Phone: Wakefield (0942) 376563 after 4pm weekdays or anytime weekends and ask for Anthony.

Atari software wanted disk or cassette also some software on cassette to swap. Tel: 031-661 3411 before 8pm. Also swop Atari 800XL recorder software for QL, BBC cash equivalent.

For saleBBC B OS 1.2 with Ferguson Datacorder and voltmace 3B joystick, various software including Tapper, Top Ten hits, £270 ono. Tel: West Drayton 440622.

Atari 800XL 64K computer plus 410 data recorder plus 822 Thermal Printer plus Touch tablet with cartridge software plus joystick (USA Champ I) software including Bruce Lee, Chop Suey, Goonies etc. Educational software, cartridge software and books. Good condition, boxed as new, manuals included, complete with AC adapters and I/O leads. For only £480. Tel: 01-228 8890, ask about computer for sale.

Spectrum Games for sale in one large batch. Total retail price £185. Will sell for £100. Titles include Mikie, Robin of the Wood, Rambo, Fairlight, Sweevo's World etc (23 in all). All in their own cases. Phone: Pete Ramsden on Leek (Staffs) 385219.

Commodore 16 for sale. Including colour printer-paper roll, spare set of pens, cassette unit, flowchart stencil. Intro to basic tapes 1 & 2. £17 worth of software. All manuals for printer, computer, cassette. Very good condition. Cost over £257. Will sell for £125. Tel: 061-790 5528 after 6pm.

Lord of the Rings — need help? Send just £1 for complete solutions and map to parts I and II (includes two alterantive approaches for each part) to: Lee Hodgson, 54 Church Street, Tewkesbury, Glos. GL20 5RZ (cheques to M. G. Hodgson).

Commodore 64 owner wants to swap software.Large collection, disk only. No time wasters please. Send your latest list to Eddie Hall, 28 Welbeck Street, Princes Avenue, Hull, HU5 3SQ.

Amstrad CPC 464 owner willing to swap software with anyone. Girls don't be shy, a friend reckons I won't get a single reply from a girl. Write to Stephen at 34 Alicia Avenue, Kenton, Harrow, Middlesex, HA3 8HS. Please send list.

Atari software to swap. Especially interested in Demo's. Games including Eidolon, Karateca G.A.D. Write to Aaron Hardwick, 171 Bulkington Road, Bedworth, Warks, CV12 9ED.

BBC micro owner wishes to exchange information and ideas on software etc. I have approx. 200 titles on disk and tape. Write to Mark, 5 Sunnyside Walk, Aberdeen, AB2 3NZ.

Atari user wants to exchange software with user in European countries, UK and USA. Send list to Jose Francisco Callejas, C/Albalate Del Arzobispo, No. 2, Madrid 28018, Spain.

•CBM 64 games to swap on tape, including Rambo, Hacker, Winter Games, Frank Bruno's Boxing, Commando, elite, Spy Vs Spy II. Christer Henriksson, Flemingsgatan 20, 10600 Ekenas, Finland.

CBM 64,will swap games for CBM with people everywhere. Disc only! Send list to: Ivar Frolich, Alle Gaten 11, 5000 Bergen, Norway. Write soon!

Commodore 64 plus cassette recorder and £400 worth of software including Paradroid, Ballblazer and Fightnight for sale. Price £280 ono. Write to: Steve, 2 Lonsdale Road, Newton Abbot, Devon.

Atari games for sale or swap. Hacker, Last Starfighter, Last V8, GT American Road Race, Chimera, Mercenary and many more (cass.). Tel: 01-328 2246 for Ian or Mike.

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Amstrad penpals wanted to swap software. Write to Dave Harrison, 2 Russell Street, Bishop Auckland, Co. Durham, DL14 7PT.

Swap Commodore 64 software for Atari software disk and tape, all the latest and best American Software, write with list to: Stuart McCrae, 14 Lister Crescent, Fairfield, Liverpool L7 0HP.

M.S.X. Toshiba home computer with cassette recorder and over £120 worth of software £160 ono. For details phone Harlow (0279) 39338 after 4pm and ask for Daniel.

Spectrum 48K, VTX 5000 modem, programmable joystick interface, quickshot 2 joyustick and over 30 software titles. All in original boxes. A few months old worth over £300 for sale £180 ono. Phone: 01-729 2014 after 6pm anytime weekends. Ask for Jason.

BBC 32Kgames for sale including Frak! Zalaga Blagger, Manic Miner, Nutkraka, Golf, Chukie Egg and more worth £165. Accept £25 the lot or £2 each. Ring (0274) 602670 after 5pm and ask for Matthew.

Spectrumgames. Shadowfire, Dun Darach, Movie, Monty on the Run, Saboteur, Exploding First, Three Weeks in Paradise. £4.50 each or all for £28. Tel: Warren, Kings Langley 65104 after 6pm.

Spectrum 48K, cassette recorder, 36 titles, manuals, leads etc. Worth £380, sell for £150. Tel: Warren, Kings Langley (09277) 65104 after 6pm.

TI/994A computer. Complete plus program book. Ext. Basic book and tapes, £40. Speech Synthesizer, £20. Extended Basic cartridge , £20. Donkey Kon, Car Wars, Munchman, connect Four, Indoor Soccor, Parsec, TI Invaders, Alpiner, A Mazing, Attack, Defender — all boxed and £5 each or £120 the lot. Tel: 0904 708496.

CBM 64 software for sale, Sherlock, 4th Protocol, Red Moon, Super Huey, Bounty Bob, Tir Na Nog, Empire of Khan, Falcon Patrol II, Crystals all prices negotiable. Tel: Castor 336.

Spectrum 48K ZX printer and 6 rolls of paper, magazines, books, cases. £290 of software including Yie Ar Kung Fu, Movie Marsport etc. Joystick and programmable interface all for £125. Tel: 051-334 4111. Write to 19 Athelstan Close, Bromborough, Wirral, L62 2EX.

Amiga!!! I have this maga-fantastic dream computer and have already a great software collection but I want more. So I'm interested in swapping programs with other owners worldwide. Roger Zens, Hunsdorfer Weg 27, 4224 Huenxe 2, West Germany.

Spectrum+ 48K with cassette and printer and £140 of software = £110. MSX. Toshiba HX10 64K computer with cassette recorder = £50. Phillips colour 14" remote control TV. Ideal for computers = £100. Tel: 01-501 3616.

Atari cassette software, all original, Huck, Spiderman, Attack of the Mutant Camels, £3 each. Super Zaxxon, Blue Max 2001, Bounty Bob Strikes Back, Smash Hits 4, £5 each. Phone: Bedford (0234) 768569.

CBM 64 games to swap or sell. Games include: Raid on Bungling Bay £4. Boulderdash, Poke Position, Monopoly, Galexians, Motormania, Pyjamarama, Indiana Jones £5. Indiana Jones £3. Kong Strikes Back £2. Dangermouse In Do £2. Whole lot for £13. Will swap for 2 well known titles. Phone: Manchester 795 4017 after 6 and ask for Adil Fareed.

Commodore 64 owner wants to swap or sell the latest software. I have many excellent titles. Send your reaction to: B. Goes, Kardinaal De Jong Straat 30, Amstelveent, 1181MH, Holland.

Atari 800XL, 1050 disc drive, 1010 program recorder, Quickshot IV, utilities, 7 issues of Atari User and 40 games. £220 ono. Tel: (031) 663 6278 evenings and weekends.

MSX software new games from Microteknix dominoes — first out and traditional threes and fives. Beginner to expert levels of play. Genograms —general knowledge anagrams. A competitive game for 1 to 4 players rearranging the letters of randomly shuffled words. 31 topics over 17,000 words, 2 levels of play. Each game £5.95 incl. p&p. Write to: Alan Hudd, Microteknix Software, 71 Park Road, Downend, Bristol, BS16 5LQ.

Atari games, to swap. Lots of titles. Send disk and/or tape lists to: Nick, 2 Ambleside Road, Whitby, Ellesmere Port, South Wirral, L65 9DQ.

Vic-20, C2N, 16K RAM (switchable) Quickshot II plus thirteen! cartridges — Omega & Rat Race, 4 Adventures, Sargon, Machine Code Monitor. Many tapes — Sub & Tank Commander Matrix, Star Defender, Arcadia, Rockman, plus Mastering the Vic 20 (book). Cost £600+. Sell for £170 ono. Call Clive on Luton 0582 505840 6pm-8pm.

Spectrum 48K for sale complete with joystick interface and software, including Gyroscope, Way of the Exploding Fist, Commando, and Monty on the Run, only £64 ono. Tel: 0243 692128.

Want to swap hot software with people around the world. Sell also good hardware — like Speed — or the new Dolphin Dos — to fair prices. If interested just write or order hardware list from Stefan Winter, Witthausstrabe 4-10, 4600 Dortmund 41, West Germany. All letters will be answered!

Atari programs for sale from £1.50, disks cassettes, and cartridges also US Doubler Chip. Tel: 0926 315612.

Commodore 64 for sale with C2N tape player and an micro chip joystick worth £22, also includes about 25 magazines, the computer is boxed as new complete with manual and all leads, will sell for £180 ono. Please Phone: Framinham Earl (9936) 3517. Ask for Vincent please.

Sharp MZ700, Amstrad, Spectrum, new exciting games ten pack, priced £2.95. Cheques payable to Scott Carey, Pacetapes, 40 Bainton Grove, Clifton, Nottingham, NG11 8LG.

Spectrum software for sale tiltes include Gunfright, Westbank Commando, Hypersports, Spy Vs Spy, Ghostbusters, Gremlins, Shadowfire, Decathlon, Fist, Skooldaze, Scrabble, JSW, M' Mole and many more Mastertronics all half price or less. Phone: 0733 208615.

For C64 users, many new titles on disk and tape. Prefers disk but will take tape. Please write to me at: 17 Sandon Grove, Rainford, St. Helens, Merseyside.

Win the Pools! Our fantastic program will help you to predict the Winners Spectrum 48K only £3.95. MSX Art — plus many features £1.99. BBC B software Sella Strategy game on disk £3.95. Send cheque/PO to Sycosoft, 13 Herne Rise, Ilminster, Somerset.

Atari 600XL Memory module, 64K never used for sale £55. Also for Atari. Back up tape make backups of your programs, £5.50 each. Write to Stephen Quigley, 4 Fortfield Avenue, Racecourse Road, Derry, N.I. BT48 8DN.

Commodore 64 software to sell or swap. Very updated games. Please Phone: 04907-2933 Heeze Holland.

Atari 64K 600XL, 1010 recorder, joystick, games ie. Pole Position, Computer War etc., lots of other games, books, mags plus touch tablet, light pen. Worth over £500 sell for £180 lot. Phone: (Blantyre, Glasgow 828777) ask for Allan.

I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disk and would like to contact other Atari owners to swap games etc. Phone: Mark Topping Bath (0225) 29778.

CBM64, 5 months old plus data recorder plus Kempston joystick plus dust cover plus £350 worth of original software including: Elite, Mercenary 2, Summer Games II, Pitstop II, Exploding Fist, Spy Vs Spy II, Commando, Paradroid, Little Computer People, Impossible Mission plus 33 others. Worth £575, sell for £400 or swap for Amstrad CPC464 colour or CPC 128 (colour or Green screen) plus games. Phone Tring (044282) 2936 and ask for Michael, evenings only.

CUSTOMISED COMPUTERS

Steinar Lund is an artist with a very odd sideline. He paints computers. Not pictures of computers stupid! He actually paints the machines themselves. Here Steiner tells you how it's done — and we give you a chance to win a Lund original of your very own!

When starting to customise a computer I work out a design in accordance with the clients requirements, and submit it to paper. Once a design has been finalised, I transfer it to the computer using transfer paper which can be bought from art shops.

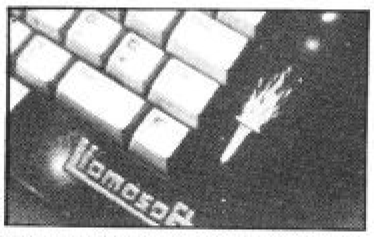
Before starting to paint I mask off all the connectors and cover all the electronic components with paper and masking tape, and remove the section to be painted.

As enamel paints are opaque I do the backgrounds first then paint symbols or other subjects on top, having cut any masks separately so as not to mark the surface of the computer.

Enamel paints take quite a few hours to dry, so plenty of time must be allowed before using any masking film, otherwise the initial coats of paint can come off when the masking film is removed.

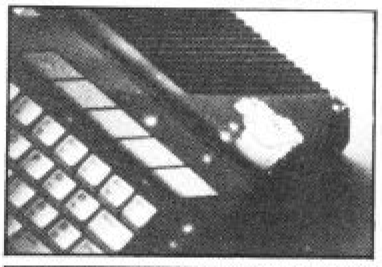
When airbrushing I always use a face mask to protect my lungs from the dust. I got mine from an industrial supplier, although some hardware stores also carry protective masks.

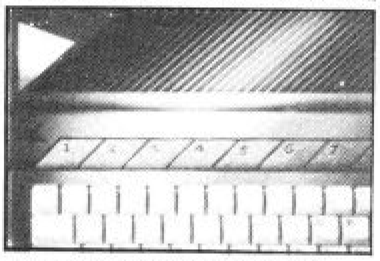
When I paint a computer I use Humbrol enamel gloss paints which can be bought from modelling shops. When



airbrushing I thin the colours with Humbrol cellulose thinners and use the clear sticky film which is often used for protecting paperbacks as a masking film.

Standard airbrush masking film is not sticky enough. I use a Devilbiss Aerograph Super 63 airbrush, and fit a splatter-cap to achieve a "stone" effect. To finish off, I spray several layers of Humbrol Clear Polyurethane to





provide a protective cover. To clean my brushes and airbrush, I use lighter fuel.

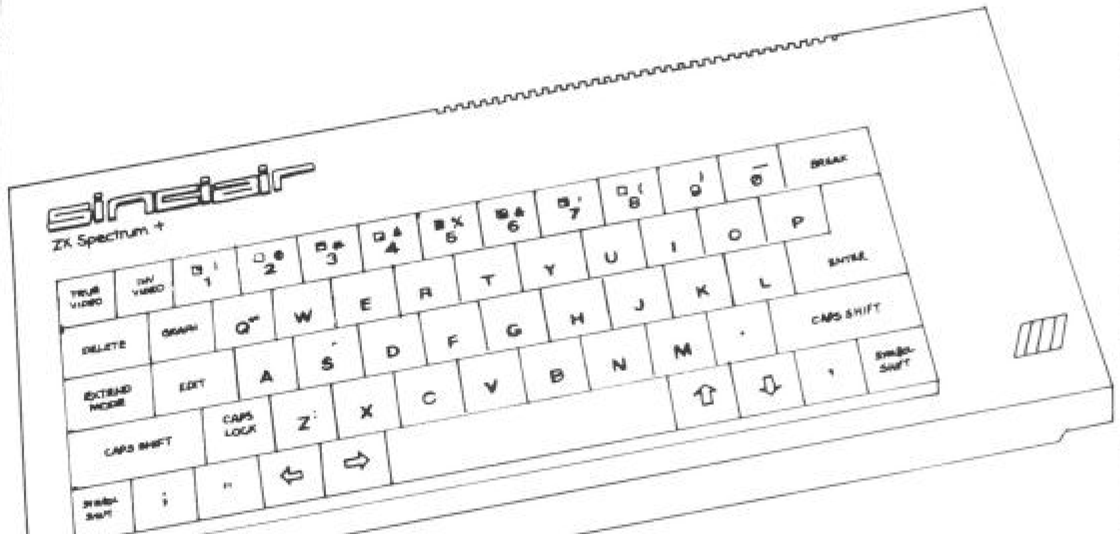


Steinar Lind was born (well almost) in Bergen, Norway, in the wonderful year of 1954. After running a home for lost wooly hats for ten years he moved with his family to the port of Southampton.

In 1981 Steinar became involved with the computer games industry when he was commissioned to do the first covers for **Rod Cousen's** *Quicksilva Company*. He then attended computer shows in order to introduce himself to other game companies, one of which was *Llamasoft*. After a further meeting, **Jeff Minter** comissioned Steinar to illustrate the cover for *Sheep in Space*.

While at a Dio concert (Heavy Metal), Jeff noticed that the lead guitarist had a custom painted guitar . . . why not custom paint computers too? So in the summer of '85 Jeff asked Steinar to paint an Atari 130XE with suitable subject matter — camels, stars etc. This was followed by an Atari 520ST, two disk drives, monitor, and mouse, with special attention to *Colourspace* which Jeff was developing for the 520.

COMPETITION



You could win your very own customised Spectrum Plus, customised by Steinar Lund himself!

All we want you to do is illustrate how you would paint a Spectrum. Use the special C+VG Spectrum keyboard to draw your designs on. Go mad. Let your imagination run riot. And if you're the winner, Steinar will attempt to transfer your design to the C+VG Spectrum.

Send your design to Computer+Video Games, Customised Computer Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th, normal C+VG competition rules apply, and the editor's decision is final. Don't delay — start designing today!

C+VG/CUSTOMISED COMPUTER COMPETITION

Name______________________________

Address______________________________

____

Age______________ T-shirt size; Med/Large:______________

____

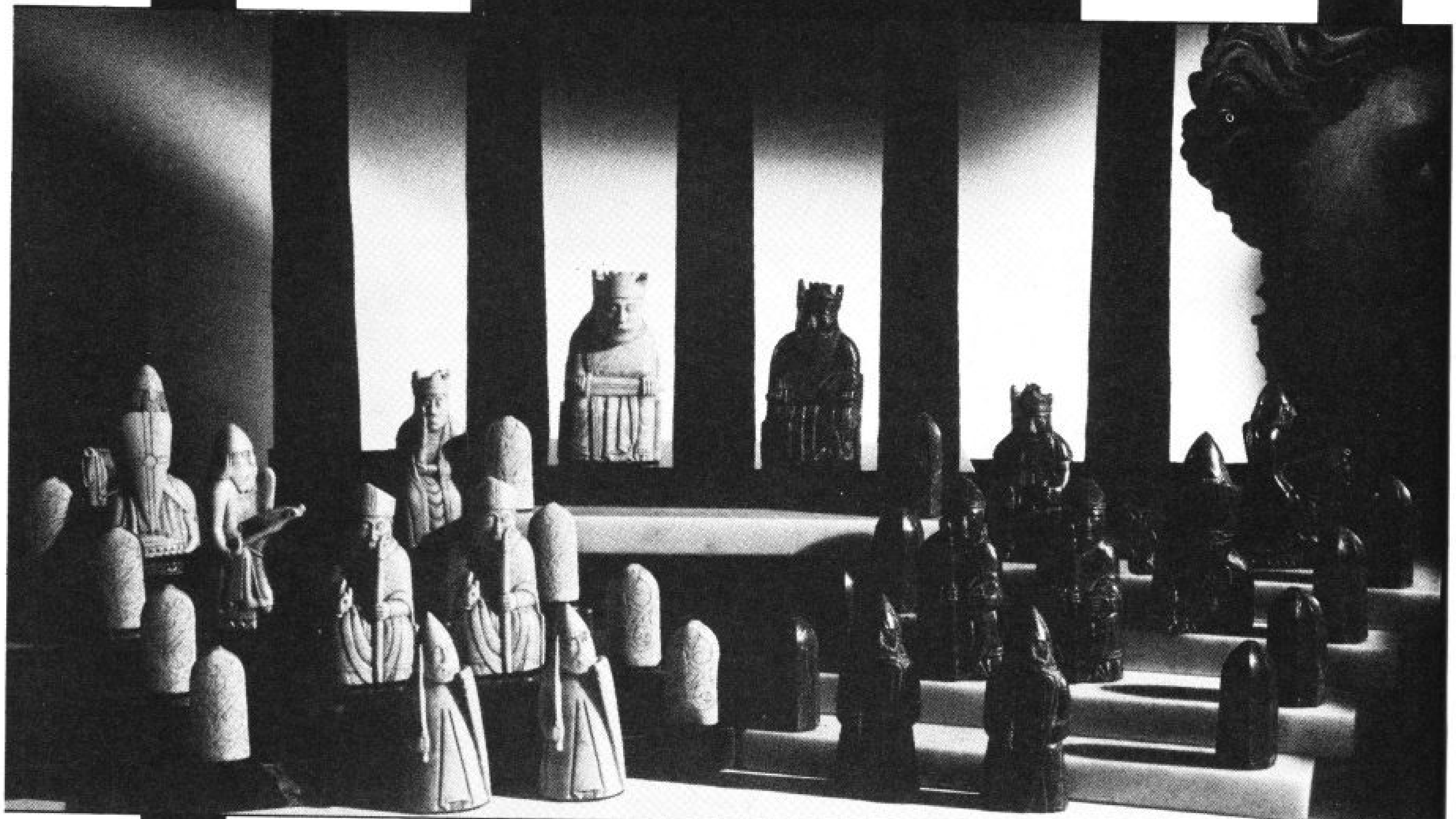


*T.S.I.-'TOTAL SENSORY IMMERSION GAME'-ED.


THIS IS JUST THE WELCOMING COMMITTEE...
I'D START WORRYING WHEN WE REACH THE 67TH FLOOR...
WHY THEN..?
EXPERIMENTAL WEAPONS SECTION... I DON'T KNOW WHAT THEY'VE GOT UP THERE... BUT I KNOW WE AIN'T GONNA LIKE IT!
EXCUSE ME PEOPLE...
WA-HOO!
THOOM!!
SSSKKHHOOOOOO
THAT SEEMS TO HAVE CLEARED THE WAY...
SHALL WE GO..?
AHEM... BEHIND YOU, SWEETCAKES...
WHA-- JUST YOU FREEZE IT THERE, MISTER...
WHOA, NOW... EASY WITH THAT PIECE...
YOU DON'T WANNA SHOOT OL' FATS NOW, DO YA HONEY...
NOT WHEN HE'S GOT A MESSAGE FOR YA FROM THE MAN...
SEEMS YOU'VE ALL BECOME A LITTLE BIT OF AN EMBARRASSMENT TO HIM... SAYS YA LEFT HIM WITH NO CHOICES...
SAYS HE'S GOTTA BE SEEN TO DO SOMETHING... I'M SURE YA UNDERSTAND...
SO WHY NOT SAVE YOURSELVES ALOT OF UNNECESSARY PAIN... JUST REPORT TO BASEMENT SIX...
EMPLOYEE'S OWN CREMATORIUM... JUST THINK OF IT AS..ER... EARLY RETIREMENT!
PERSONALLY, I THINK THE MAN'S BEING VERY REASONABLE... AND WHO KNOWS, HONEY...
MAYBE YOU AND ME CAN HAVE SOME FUN ON THE WAY DOWN... WADDAYA SAY..?
BLAM!
I SAY... SHOVE IT, CREEP!
DAMMIT! WE'VE GOT MORE COMPANY...



TO BE CONTINUED!



COLOSSUS COMPETITION

It's your move in the ***CDS/C+VG Colossus Chess 4 Competition****. And top prize is a replica of the famous Lewis Chess set and board worth more than £150.*

The ten runners-up will get copies of Colossus Chess 4, one of the best chess game simulations available, either on cassette or disc.

The Lewis chess set, made of walrus ivory, was found at Uig, Isle of Lewis, in the Outer Hebrides, in 1983.

Made in the 12th Century AD, they are the largest collection of early chessman found in Europe and have been described as the "outstanding ancient chessmen in the world".

The 67 pieces of the set can now be seen in the British Museum.

Pawn, Bishop, King, Vicar, Prince, Queen, Knight, Rook, Crow.

C+VG/CDS Colossus Chess 4 Competition

*Name*____________________

*Address*____________________

____

____

Please say which computer you own and whether you want cassette or disk.

Commodore 64 ☐ Cassette ☐ Disk ☐
Amstrad ☐ Cassette ☐ Disc ☐

Each of the human figures were originally thought to have been made in Britain or Scandinavia.

The resin replica is molded from the originals. The pawns are 2 inches high and the other pieces vary in size between 3.25 inches and 4 inches.

Here's what you have to do to win. Printed on the left are the names of varous chess pieces, most genuine, some not. We want you to circle the false ones and send your answers, together with the printed coupon, to Colossus Chess 4 Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date for the competition is June 16th and the editor's decision is final.



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Amstrad blank disks £39.95 per 10. This is just a small collection from our stock, please ring for more details. Mail order prices only.

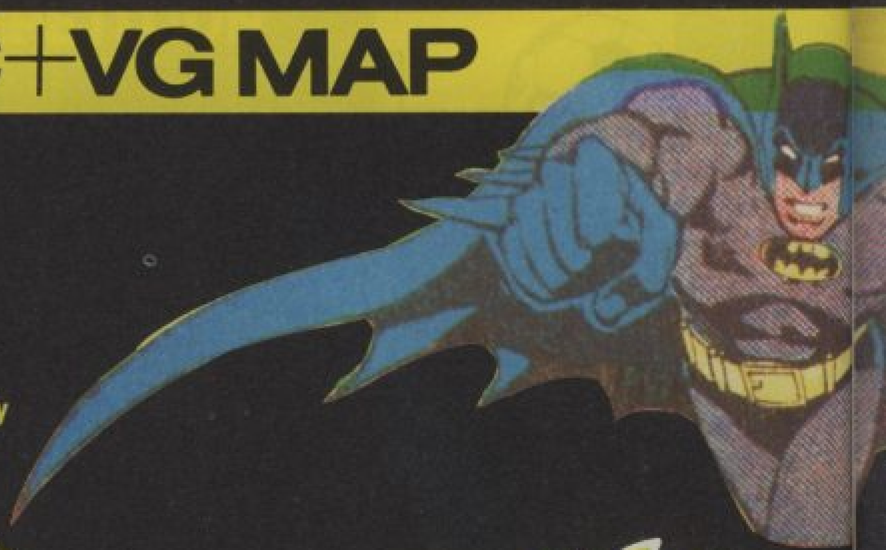
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ADVERTISEMENT INDEX

BAT MAP



Holy Helpless Heroes! Batman's best buddy Robin has been kidnapped by some vile and vicious villain.

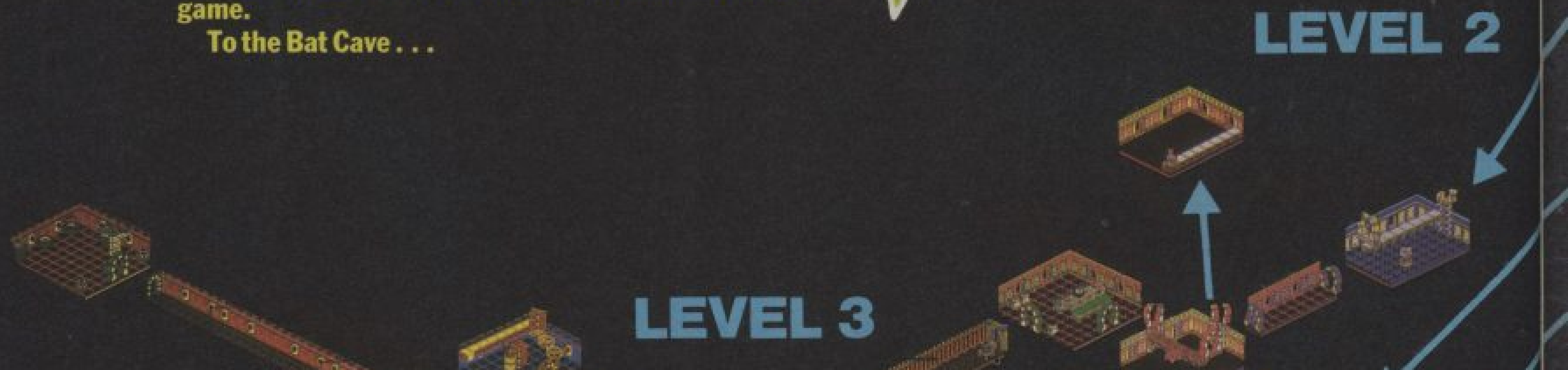
But never fear, C+VG is here to help the Caped Crusader in his bid to rescue the Boy wonder with this 151 screen mega-map of Ocean's fiendishly fantastic Batman game.

Ideas Central arranged for Batman's programmer, Jon Ritman, to journey to deepest Buckinghamshire, hideout of Dimension Graphics, to help create this vast and complex map.

Jon has also come up with some helpful hints and advice to make sure all you Batman fans help Truth, Justice and the C+VG way to triumph over this complex game.

To the Bat Cave . . .

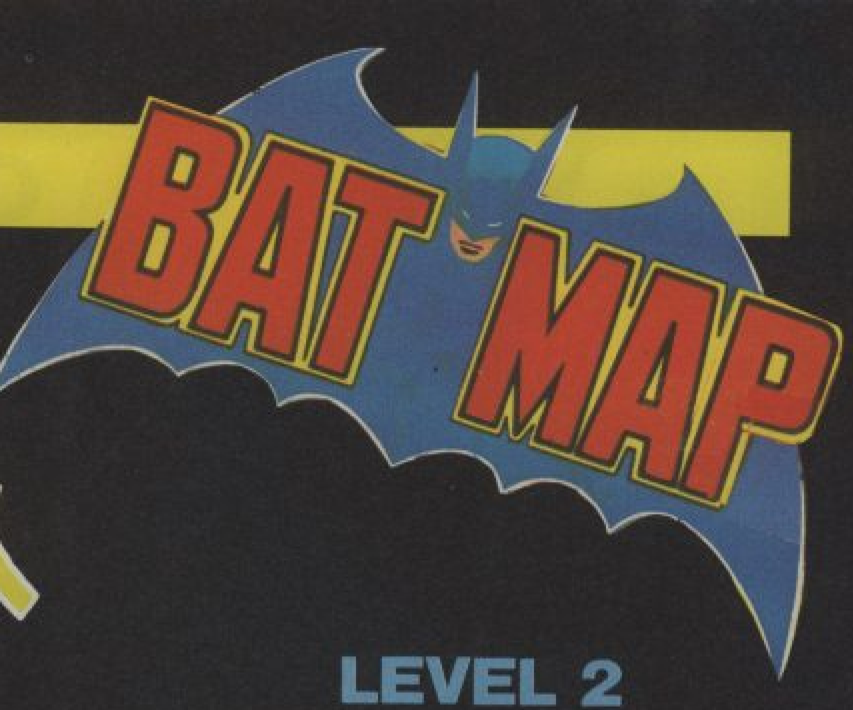
FWOOOSH





KRSMASH


WHONK


BAT MAP


LEVEL 2
LEVEL 3


WHAMM
UNH!
IT'S JUST AS I FEARED...





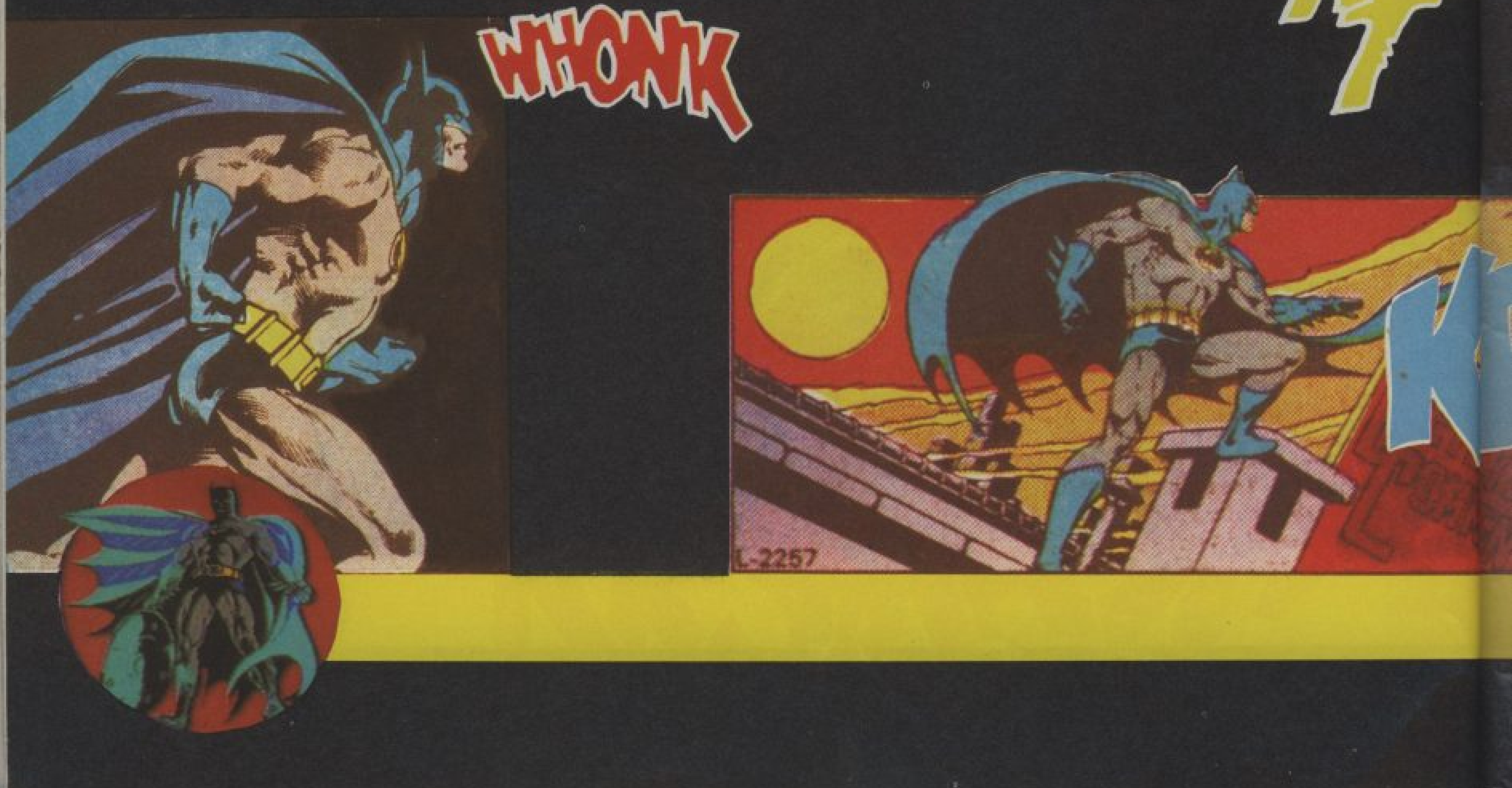
BAT MAP

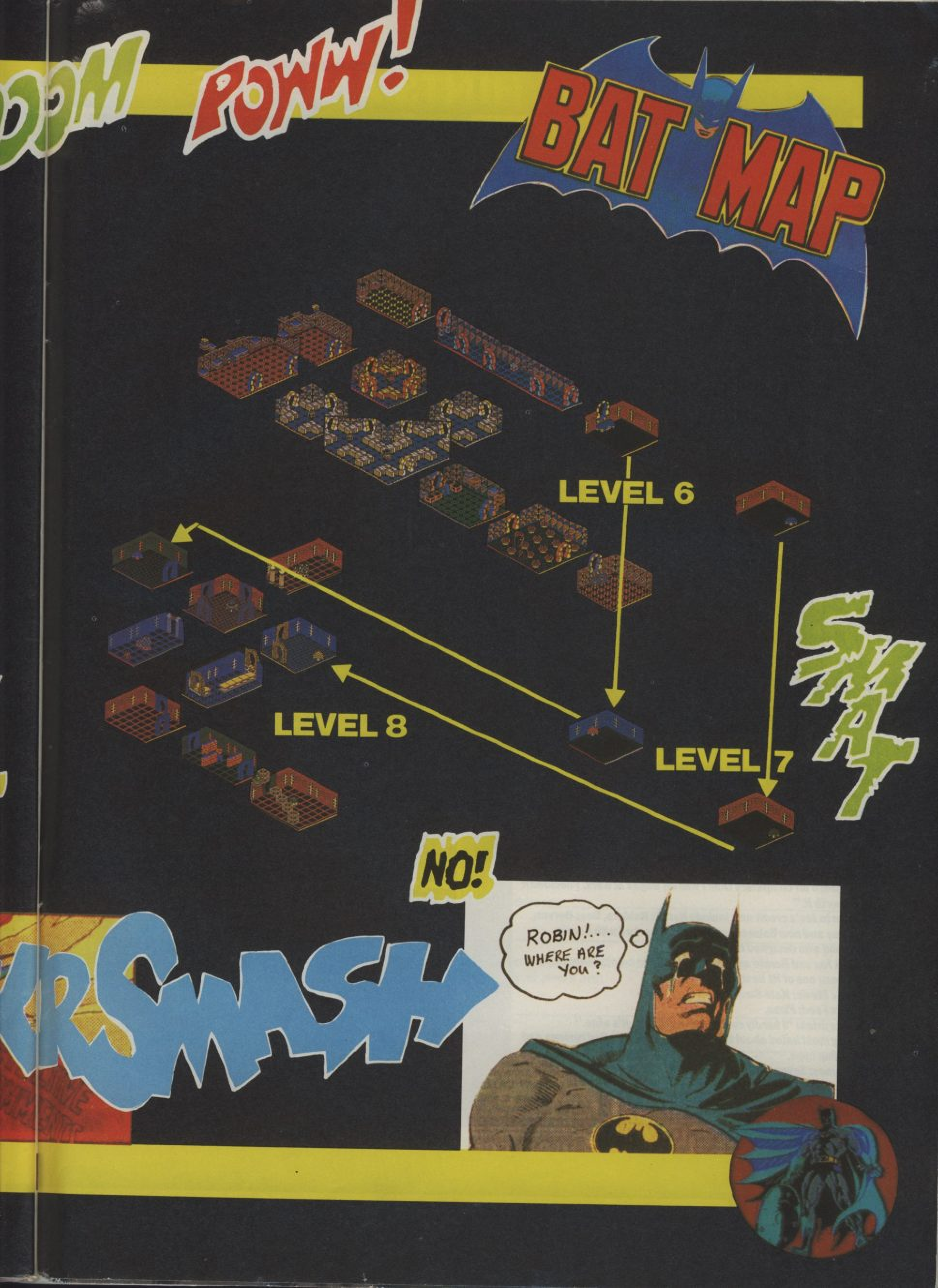
C+VG MAP





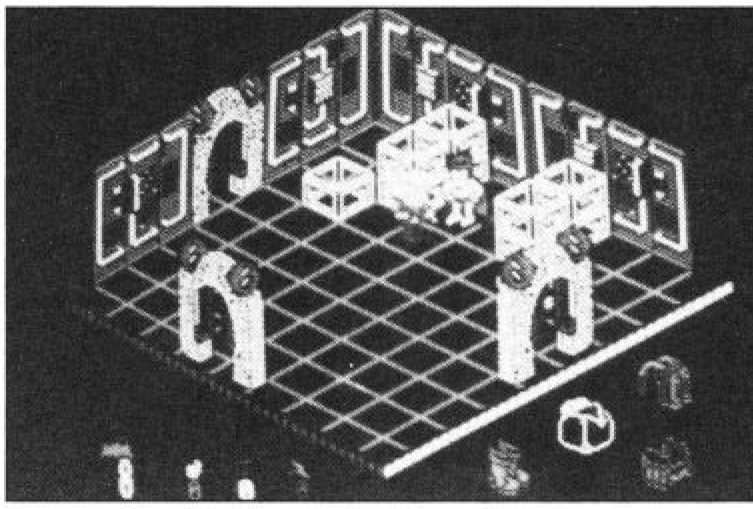






OOM
POWW!
BAT MAP
LEVEL 6
LEVEL 8
LEVEL 7
SMAT
NO!
RSMASH
ROBIN!... WHERE ARE YOU?

BAT MAP HINTS AND TIPS



Batman is the game which out Ultimates Ultimate — 151 screens of amazing graphics, packed with puzzles, problems and devious tricks.

Jon Ritman, the man responsible for this marvellous offering, has taken pity on all you Batmans about to be driven Batty by giving some hints and tips to help you progress through the game. It was really amazing to see how readily Jon agreed to help after Big Red threatened to sit on him.

But he's not giving the whole game away. Some of the advice is very general and should help you at different stages of the game.

First the plot. Boy Wonder has been kidnapped. Was it the Joker, the Penguin or the Riddler who was responsible? Before Batman can find out, he must find and collect the SEVEN parts of his Bat Craft which have been scattered through the screens. So it's off to the Bat Cave to start the game.

● Bungling Butlers

Alfred, Batman's faithful butler, has bungled. He's hidden Batman's special gear. Without these four items neither you nor Batman will get very far. They are Bat Boots, to help Batman jump, the Bat Bag, for carrying items, the Low Gravity Belt, which allows the Caped Crusader to fall slowly without killing himself, and the Bat Thruster, which allows Batman to move sideways as he falls.

Each item is in a different screen, protected by a Bat Guardian. Batman must dodge these to get the items.

● Crafty Bat Craft Clues

Take a good look at the exploded view of the Bat Craft at the beginning of the game. Make sure you can recognise the individual pieces. They are hidden in some awkward and apparently inaccessible places. One section is totally hidden from view.

Everytime you manage to collect a piece of the craft it is transported to a launch pad and automatically assembled. Once all seven pieces have been found, Batman must find the launch pad — situated at the top of the tallest building — and get in the craft and face forward.

● Invaluable Effigies

Scattered around the game are many miniature Batman effigies. They all look the same but each gives Batman special powers.

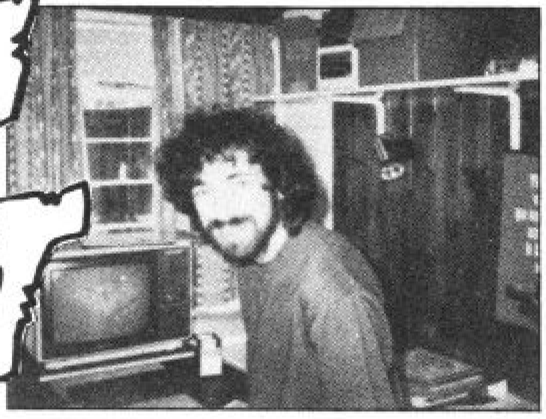
One increases Batman's jumping powers — but only for a total of ten jumps. Another gives Batman invulnerability against the avaricious creatures and perils of the game — but only for 99 seconds. There's also an effigy which gives extra lives. Another gives the Caped Crusader an extra turn of speed — for 99 steps. So keep a careful count.

But beware false effigies. The fiend who kidnapped Robin scattered a few nasties around. These will rob you of all your special powers.

You'll quickly discover that when you touch a Batman effigy it will explode. But, if you're careful, you can pick them up and use them for a further advantage.

To do this you must stand on a brick next to the effigy. You can then walk onto it and pick it up. If you then press





Name: Jon Ritman
Born: Edmonton 1956
Game: Batman
Disgust for the standard of games available for the ZX-81 turned former television engineer Jon Ritman into a games programmer. "I thought I've got to be able to do better than this," he says.

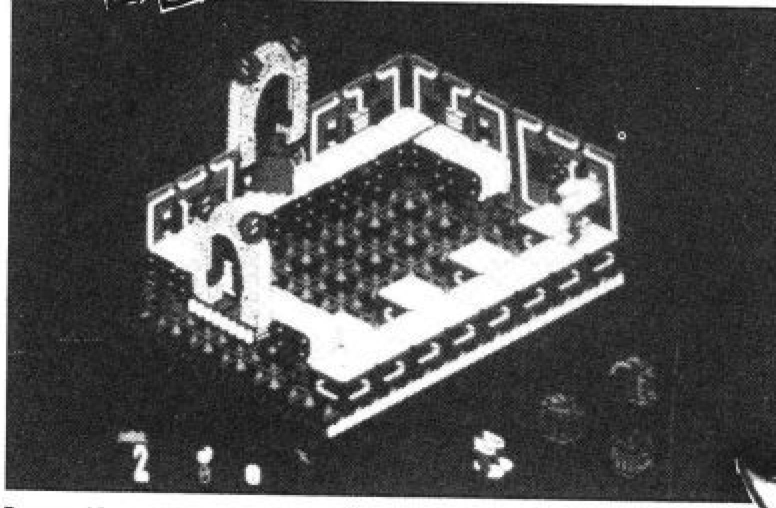
Within two months of buying the ZX 81 Jon had written his first game. "I released two more before I left work. At the time I was earning more off computers than I was on wages at work. I decided it wasn't worth it."

Games to Jon's credit now include Namtir Raiders, Bear Bovver, Match Day *and now* Batman, *on which Jon worked with Bernie Drummond who designed the graphics.*

It took Jon and Bernie around ten months to create Batman *and it gives Ocean one of its best games for ages.*
Favourite Music: Kate Bush.
Favourite Food: Pizza.
Favourite drink: "I hardly ever drink, but if I do, it's wine."
The thing most hated about the computer industry: Bad reviews and mis-leading hype.
Other games: Seven in all — including Namtir Raiders, Bear Bovver *and* Match Day.









Drop and Jump at the same time, it gives you the power to double the height of your jump.

But if you're having a terrible time with the effigies and their powers, don't worry. They are not absolutely necessary to complete the game. They just make things a whole lot easier.

● **Baffling Bricks**
In many screen you'll come across bricks that move up and down. These can be jammed by putting something in their path.

● **Sensational Switches**
Throughout the game there are three or four switches. And guess what? They switch things off. But they are hard to spot. So keep a careful watch for them.

● **Pass the Parcel**
Beware the surprise package. They will explode and take a life. Look for something to explode them with rather than getting Batman to touch them.

● **Curious Questions**
There are many curious balls with question marks on them. All explode when touched, but some will kill but others are harmless. Experience will tell you which is which.

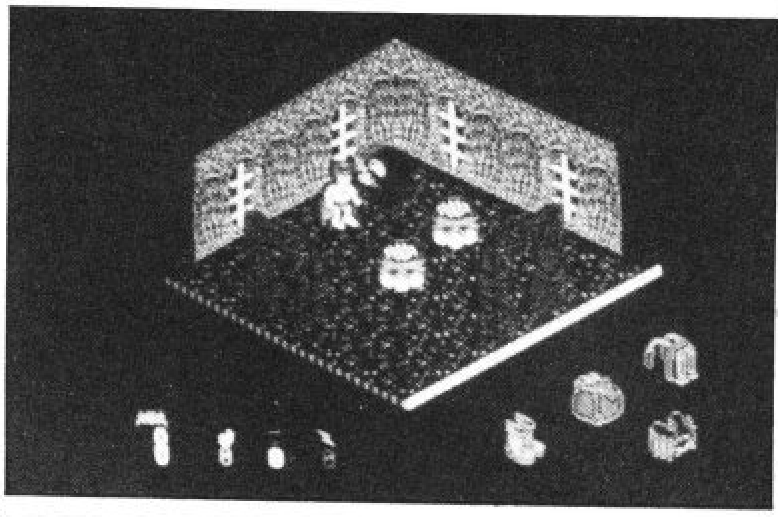
● **A Room with No View**
In some screens there will apparently be nothing to do and no way out. Don't be fooled. Examine the walls carefully. There's usually a hidden exit.

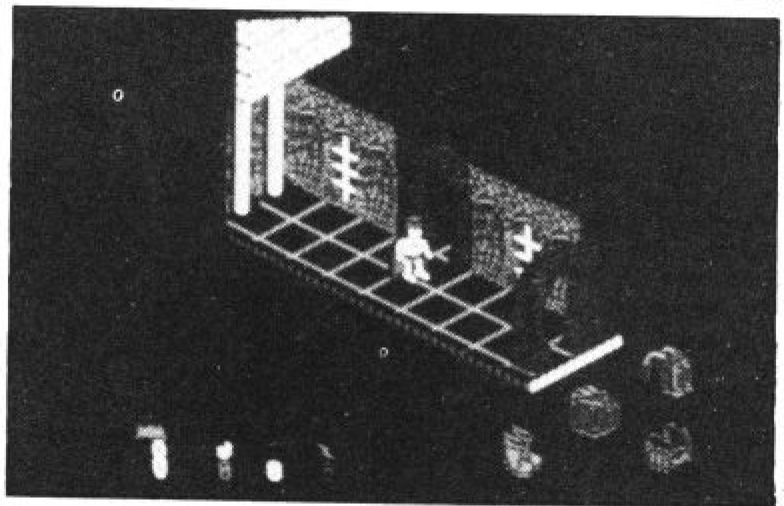
● **Life After Death**
Reincarnation stones. These prove very useful. Touch one and it will store the state of the game. Should you lose all your lives you restart the game from the point. In other words, when you get killed you don't have to start the game from the beginning again.



Bat-Man (© Copyright DC Comics) was created back in the 1940s by comic artist Bob Kane. Since then Batman became the hero of DC's best selling comics and drawn by many top comic artists.







We've got 20 copies of *Ocean's* smash hit *Batman* game to give away — ten for the Amstrad and ten for the Spectrum — to the lucky winners of our Bat-Comp.

All you have to do is answer the easy Bat-Quiz below and rush your coupons off to us in the nearest Bat-mobile! Send your completed coupon to Computer and Video Games, Batman Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th, normal C+VG rules apply and the editor's decision is final.

THE BAT QUIZ

1. What was the name of Batman's trusty butler?
2. What are Batman and Robin's REAL names?
3. Name ONE of Batman's arch-enemies.



C+VG/OCEAN BATMAN COMPETITION

Name________________________

Address________________________

____

Computer owned: Amstrad ☐ Spectrum ☐

My answers are:

1________________________

2________________________

3________________________



Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

Uh . . . they can't threat me like this. Just cos of an unfortunate accident when I destroyed the C+VG swimming pool by diving straight into the 3ft end, they think they can give me all the rotton jobs. Mailbag! Pah! Fancy getting me to answer letters. I can't even read.

• I have a complaint about your magazine. I have been buying it for the past four years and I was delighted with all the great competitions you have been having lately. I had a chance to win a Commando machine, copies of games like *Fighting Warrior* and *Gyroscope*.

I waited months on end for a reply or to read something in the magazine to see if I had been one of the lucky winners, bu, still I wait!

I have noticed that other magazines print the winners names, so, why don't C+VG?

This has led me to the conclusion that perhaps there were no prizes in the first place and you were using it as an excuse for people to buy the magazine.

Hugh Donnelly
Belfast



Big Red replies: Just what are you saying, Buster? The reason we don't print all the competition winners is the lack of space. We run a lot of competitions with lots of winners. If we printed all their names, there would't be any space left for the good things in C+VG — such as me and the Bug Hunters.

• I am a member of a small group of Atari owners in Manchester. We spotted a karate game in C+VG about seven months ago. I saved up £6.50, but, at that time there wasn't that many shops in the Manchester area where you could buy Atari games. So, we thought we would let it wait for a month for it to appear, but, that month is still dragging on.

At least one good thing has happened — a new shop has just opened in Manchester devoted to the Atari, it is called Atari World. It gets all the new releases, but, still on one of its walls is a poster for the same karate games I have been waiting eight-nine months for. The poster states AVAILABLE SOON! By the way the name of the game is *International Karate*.

In April's issue of C+VG I read the review and found out that it hasn't been completed yet. After banging by head on the wall a few times, I read on and found out it knocks all the others for six. Would you please give me a release for this game.

Carl Farne,
Manchester



Big Red replies: Don't ask me, ask System 3. The only thing International Karate doesn't knock for six is me.

• Now, we have a reply to a letter which we published in our April issue from Stuart Yalden, who was complaining about a certain company.

May I set the record straight, further to the comments of Mr Yalden, regarding Vic-20 Software Hire and the non-delivery of his order.

No order was every received from Mr Yalden. When he telephoned me complaining at the lack of service, I assumed that his order had gone missing in the post. In these cases I provide a hire free of charge.

A cassette was posted to Mr Yalden on September 23rd and to date I am still waiting for it to be returned."

Stuart Tomanek
Manager
Vic 2- Software Hire
Nottingham.

• I was going to buy a disc drive at Christmas, but my friend said that they were slow. After Christmas, my other friend brought into school an article from an old C+VG, which said there was a new faster 1542 disc drive being launched, but I have not seen any in our local computer shops. Could you tell me when they will be available.

S Wadrassi
Blackpool



Big Red replies: My spies tell me the 1542 has been scrapped.

• Paul Philips and P Thacker are both right, C+VG is worth more than 98p. Here in Holland I pay £1.75 and it's worth it. But, if you were to raise the price to £1.50 it would mean it would cost £3.60 which if far, far too much for us here.

After the letter from A Oskarsson I compared software prices here with mail-order software prices in England, and from now on I will only buy software in this way. Take for example *Winter Games* — £8.20 by mail order and £12.75 in the shops in Holland. *Karateka* would cost £25.80. Why do we have to pay over the top prices for these games?

Erwin Blonk
The Hague

• Not so long ago in the Hot Gossip section of C+VG, you made the now-infamous statement of Acornsoft/Firebird's *Elite* being available on the Atari and, of course, you later printed a short notice to the effect that you had made a "mistake".

I was rather annoyed by the style of the original statement; you were obviously having a subtle dig at Atari User. I telephoned Firebird and was told that *Elite* would "possibly" become available.

HOWEVER! Here is a piece of news that you may or may not know. I am acquainted with a programmer who used to work for a large Atari software company, and as a result he knows quite a few of the "star" Atari programmers — Archer D. MacLean of "Dropzone" fame for example — and he retains many ties with the software industry. He told me a rather interesting story concerning the mysterious Atari "Elite":

Firebird were to produce an Atari version of *Elite*. Due to contractual terms between Acornsoft and themselves, they have to produce a demonstration version of the game, that has to be approved by Acornsoft before the game proper can be written. This Firebird duly did, utilising the full graphical and audio facilities of the Atari, such as page flipping, colour indirection, Vertical Blank Interrupts and Display List Interrupts. That was where they slipped up.

The demonstration version, although taking up relatively little memory, surpassed all the previous demo versions. Acorn soft took it into their heads that they could not allow a "heathen" American computer run a commercially-available version of "Elite" that was better than their beloved BBC original, or that surpassed the relatively slow and (sound-wise) appalling Commodore or Spectrum versions. They therefore refused permission for a full game to be produced — quite frankly, because it showed their BBC up so much.

The proof of this story is in the currently-available versions themselves. When it comes down to the bottom line, no visible attempts have been made to increase speed or reduce screen flicker or generally "tart the game up". One would have thought that they would have taken advantage of the CBM-64's capabilities to do so. From what I have heard, the Atari version did not flicker at all — and I wouldn't be surprised.

If you plan to print any of this letter, I wish you to withhold my name and address and not to mention even the area when I live. I am not a pirate; I simply don't want Acornsoft/Firebird breathing down my neck for divulging potentially embarrassing information. However, I feel that this "scandal" should be made public.

Name and address supplied

• Recently, my mother wanted to get a magazine for the Amstrad. But, I stopped her and purchased Computer + Video Games instead. Now, to the point of this letter, I have a few complaints. The screens of the games you review seem to be getting smaller and in black and white. My second complaint is about the readers' listings, what

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
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has happened to them? I enjoy typing in programs — even though half of them don't load. By the way, is there anything wrong with the program Asteroid Lander from the October issue?
David Naughton
Dublin 14



Big Red replies: Are you trying to pick a fight? Screen shots getting smaller? I think you're imagining it. As for listings, we're never going to print another one. Never, never, never. Over my rusting body. What? All right so we've printed a listing this month. I'm not perfect. I get things wrong.

• I have been an Atari fan since 1979 but over the past couple of years have been disillusioned by the lack of support from software manufacturers.

Seeing the Atari Show at Hammersmith advertised, I believed this to be the great revival. Alas no. To charge admission to what was not much better than a market, without anything special laid on by Atari, just a handful of software companies selling items available from any local stockist, seemed to me to be wrong.

In my opinion not only did it not help promote the Atari name, it was of positive detriment to it, and I for one shall certainly consider another system when I decide to update my computer.

Come on, Atari — pull your socks up.
K.C. Bing
Herts

• I noticed a letter from Sunil Abbi in which he asked about the compatibility of the Commodore 128 with the Commodore 64. I own a C128, and in the reply to this letter you claimed that all C64 software works on the C128.

I have found this not to be true, as some games I have tried do not work. These include *Hypersports, Frankie Goes to Hollywood, Mr Do* and the *Flintstones.* I would be happy if 12you could tell me why these games don't work. Most '64 games will work, but software companys should make sure their games are '64/128 compatible as more and more people are buying a C128.

In reply to Anthony Kemp's letter, asking how to find the other P.O.W.s in *Rambo* here is the solution:-
After getting to the chopper, you must fly down towards the P.O.W.s camp and land on the 'H' sign (by the lookout post). Now you select knives and go to the bottom left hand corner (by the box of grenades), where you will see a hut. Walking into this, will result in the door opening, and the P.O.W.'s walking out.

You must then make your way to the helicopter and fly up towards the river. On your way you will be attacked by a gunship(s) which you must shoot at until it retreats. Now carry on until you reach a wall (killing any gunships that happen to attack you) with an 'H' sign near it. Land on this and you have completed the game. I hope these tips come in useful.
Mark Hammond
Worcs

• With reference to your reply to Sunil Abbi's question about whether CBM64 programmes will all run on the 128 in 64 mode, let me tell you from personal experience that they do not.

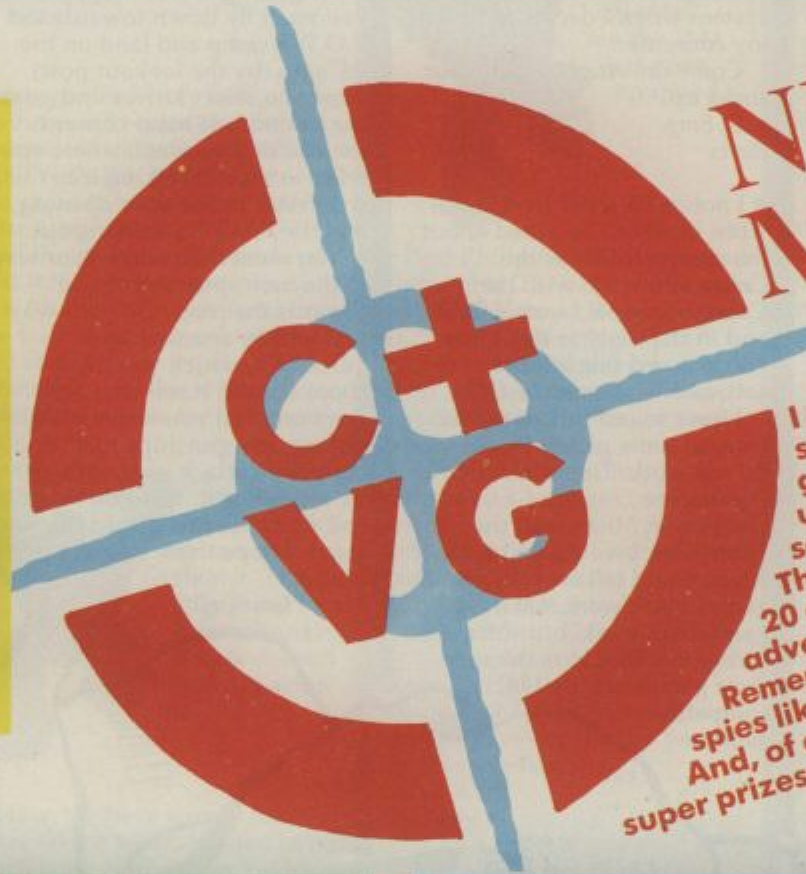
While most of my CBM64 games and utilities (including this word processor) do work, at least two of the games in my collection do not. As these are the truly awful *Mig Alley Ace* and the almost as dreadul *Jump Jet*, I am not unduly worried but readers should take note that it is the turbo loader on Jump Jet which causes the trouble (it works well enough on my C64) while it is the actual program that corrupts on *Mig Alley Ace*. I believe that the Anirog Turbo used on Jump Jet is used on other games as well and so would suggest that prospective purchasers insist on a demo on a CBM128 before parting with any money.
A H McLean
Doncaster



Don't say we never give you anything! So far C+VG readers have enjoyed free posters, free pull-out maps, free pull-out games guides and even a free giant sized C+VG calendar poster, not to mention the free Book of Games. If you've missed ALL of them, well, where have you been? But next issue we've got something coming your way that will overshadow all the C+VG freebies that have boldly gone before. It's the FREE 24-page, full-colour IDEAS CENTRAL HANDBOOK. Inside this incredible free gift you'll find glorious technicolour maps, games tips straight from the programmers, lots of pokes and some pretty amazing competitions. Our Ideas Central operatives, under the direction of the lovely Melissa Ravenflame, have been out interviewing the programmers of all the best games around and bringing back invaluable playing hints to help you get the most out of your games collection.



NEXT MONTH



1066 and all that comes to the pages of C+VG next issue. We take a look at the new Domesday Book Project and ask YOU just what you'd like to see in the C+VG time capsule.



I spy with my little eye something that looks like goodies. Yes, C+VG goes undercover to bring you top secret prizes in our Project Thesius competition. We've got 20 copies of Robico's spy adventure up for grabs. Rememeber — we like spies and spies like us. And, of course, we've got lots of other super prizes lined up.



War — what is it good for? Find out next issue as Dr Stephen Badsy — a researcher for BBC TV's *Soldiers* series — brings you his own, very individual, view of the current computer wargames in the first of our new Fifth Column strategy game supplements.

Master Adventurer Keith Campbell ventures forth to the mysterious West Country to bring back news of the latest Level 9 adventures. Find out what's going on in deepest Weston-super-Mare in the BEST adventure column anywhere next issue.

The Electric Pencil Co. tell you their Zoids secrets, Steve Turner tells you how to beat his latest Spectrum smash Quazatron, while Pete Cooke digs up some info from the Gal-Corp computers about surving a trip to Tau Ceti.

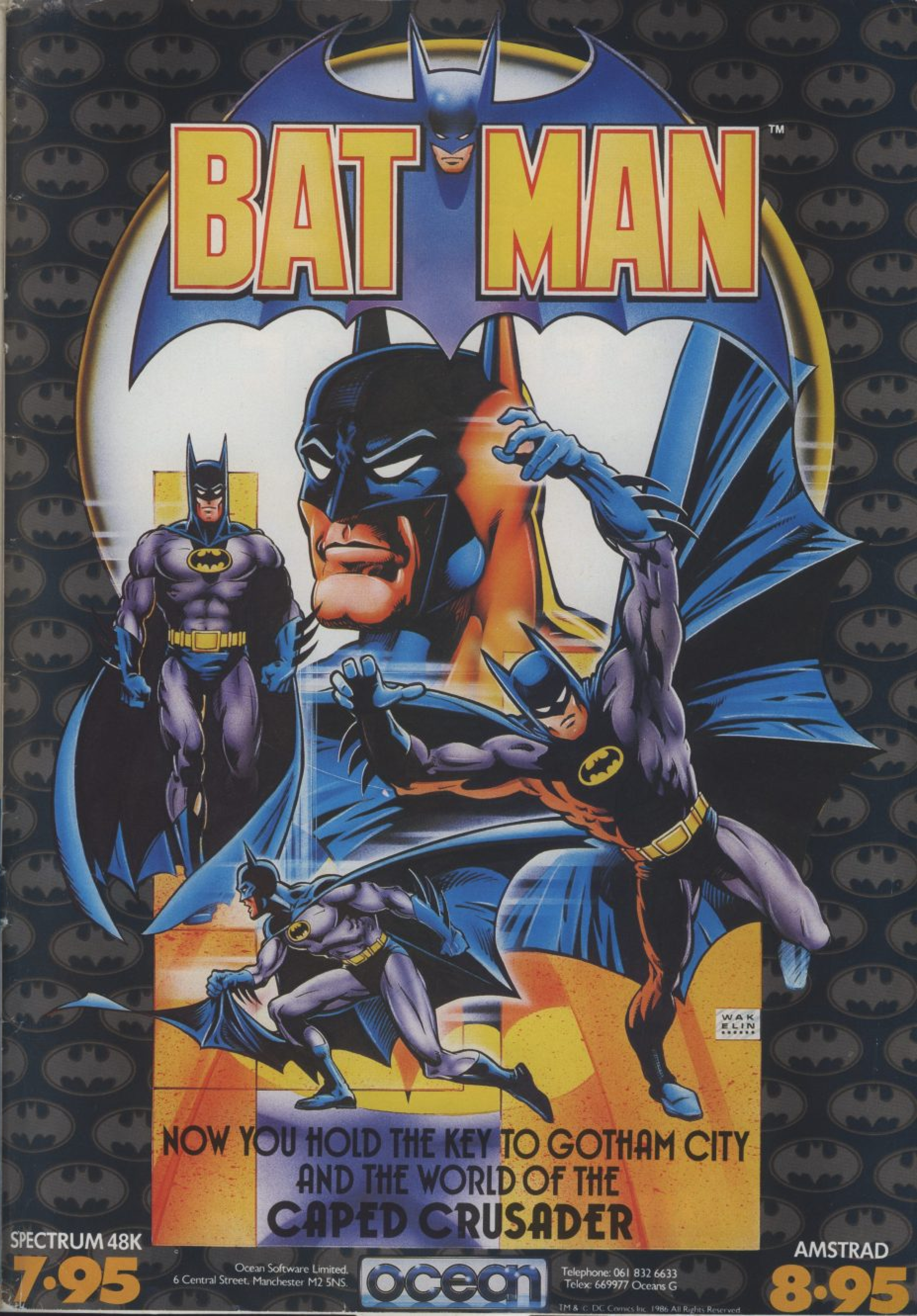
Big Red goes ape and ends up on a free full colour poster inside the July issue of C+VG! It's the biggest thing you'll stick on your wall this year!



I want my mummy! You do? Then get hold of C+VG next issue and you'll find a preview of Hewson's latest game called Pyra Curse. It's set in an Egyptian tomb and promises to set new standards in arcade adventuring. Pop down to your nearest pyramid on June 16th and dig up a copy of C+VG. You'll curse yourself if you miss it.

Are you tough enough to take on the C+VG Green Beret Combat Zone Challenge? High scorers should collect their call-up papers next issue . . .

C+VG's joystick jockey Jim Douglas brings you an indepth play test of the newest sticks around. Which stick will come out on top in C+VG's super-test? Find out on June 16th.



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